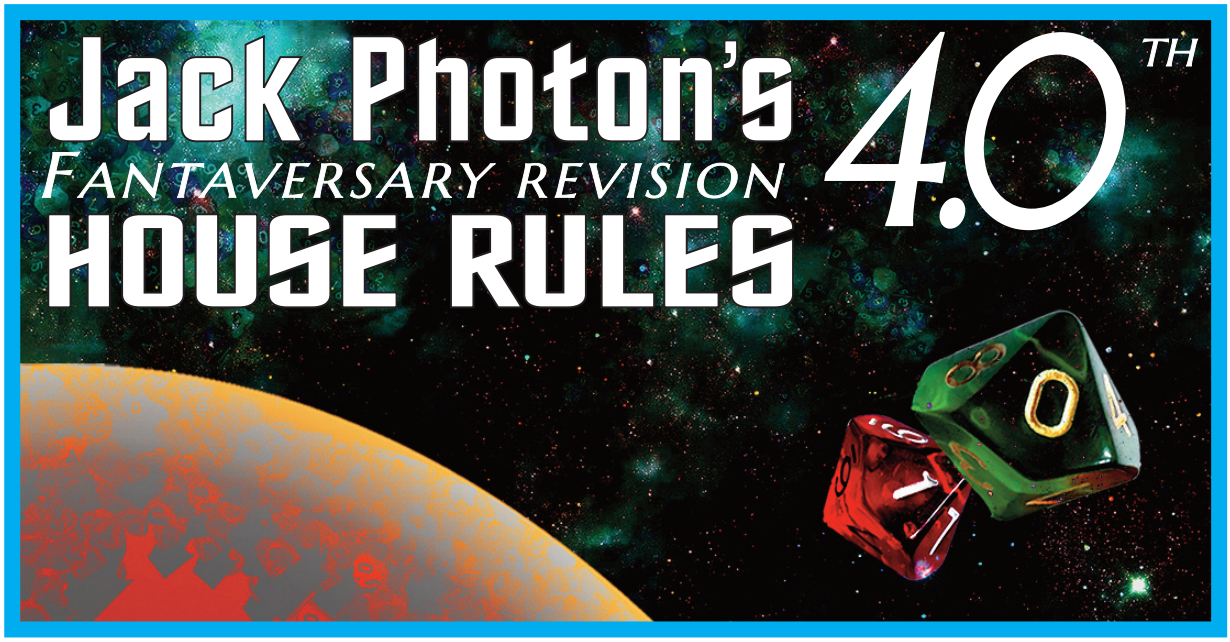
STAR TREK 40TH

1983 - 2023

For Use with FASA Game System

A GAME FOR ROLEPLAYING

ADVENTURES IN THE ORIGINAL SERIES AS WAS BACK WHEN



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- GAMEMASTERS ONLY -

NPC PACK: ENGINEERING & COMMUNICATIONS

Eight Engineers
Seven Communications
Four Legal
One Intelligence Agent
Five Blanks for your Campaign

Jack Photon's
4.0TH FANTAVERSARY REVISION

STAR TREK 40TH
THE ROLE PLAYING GAME

FASA Corporation with Fantasimulations Associates
1983 ~ 2023

21st Century
HOUSE RULES
for 23rd Century Gaming

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Flag-rank officers tend to be placed high in Star Fleet offices, the Federation Regulatory system or even liaison with, or retired to, private industry. Captain-rank range from ship command to administrative oversight of the largest primary ships, bases of any size, outposts or even convoys of transport vessels in the Colonization Division.

As to Purple Hearts.....
I allow PC/NPCs to pursue therapy for an affected Attribute(s) for each of the years since the medal was awarded per "Increasing Attributes" rules, Book 1. Once the previous natural rating has been achieved, I allow further advancement in that Attribute only. All unaffected Attributes and all Non-Purple Heart recipient PC/NPCs are forbidden this avenue of improvement. The reasoning for extended increases is that once habits are achieved they are maintained. Or revert Att. to original Rating.

Editorial Note
Deciding where to draw the line on character particulars was difficult. On the one hand, I don't want to constrain any GM to hair color and such minimal-to-irrelevant details. At the same time, minutia such as that is just about the last thing you the GM need to concern yourself with -unless it's relevant to your story points.....

Thus, as with all gaming items, change what you wish to suit the purposes you need at hand. Raise/lower numbers, change names, heights and identities to your ends.....

There are two details that are deliberately left blank. The Date of Birth and Current Assignment are open so that you, dear GM, may backdate the character to your game year and assign the requisite station. Dreams and history descriptors were off-the-cuff based on comparing life path, term assignments, durations, efficiency ratings, medals and all that to create a simple story. You should be able to look at any given year of a character's life and generate a one-off tale for them to tell, such as how several court-martialed colleagues have escaped their penal colony and are on the lookout for their "old friend," Commander Chioov.

As to artwork, I wasn't going to include any at all as the time for 20 portraits times numerous supplements equals a lot of time and money. However, my old artist pal, T-Pi, came across a so-called AI image generator. While results tend to be on the nightmarish side, some few acceptable portraits were coaxed out of it.....

Many if not all are modified slightly to heavily. There are no such things as 'Tellarites' for the Stable Diffusion program to work from, so it gets stuck on details like that and needs work-arounds and post-editing. Lots of post-editing. Imagery thus generated is ©you, but there are some minimal terms of service anyone who cares to look into can read. Regardless, all art work contained herein is ©2025 TPi.....

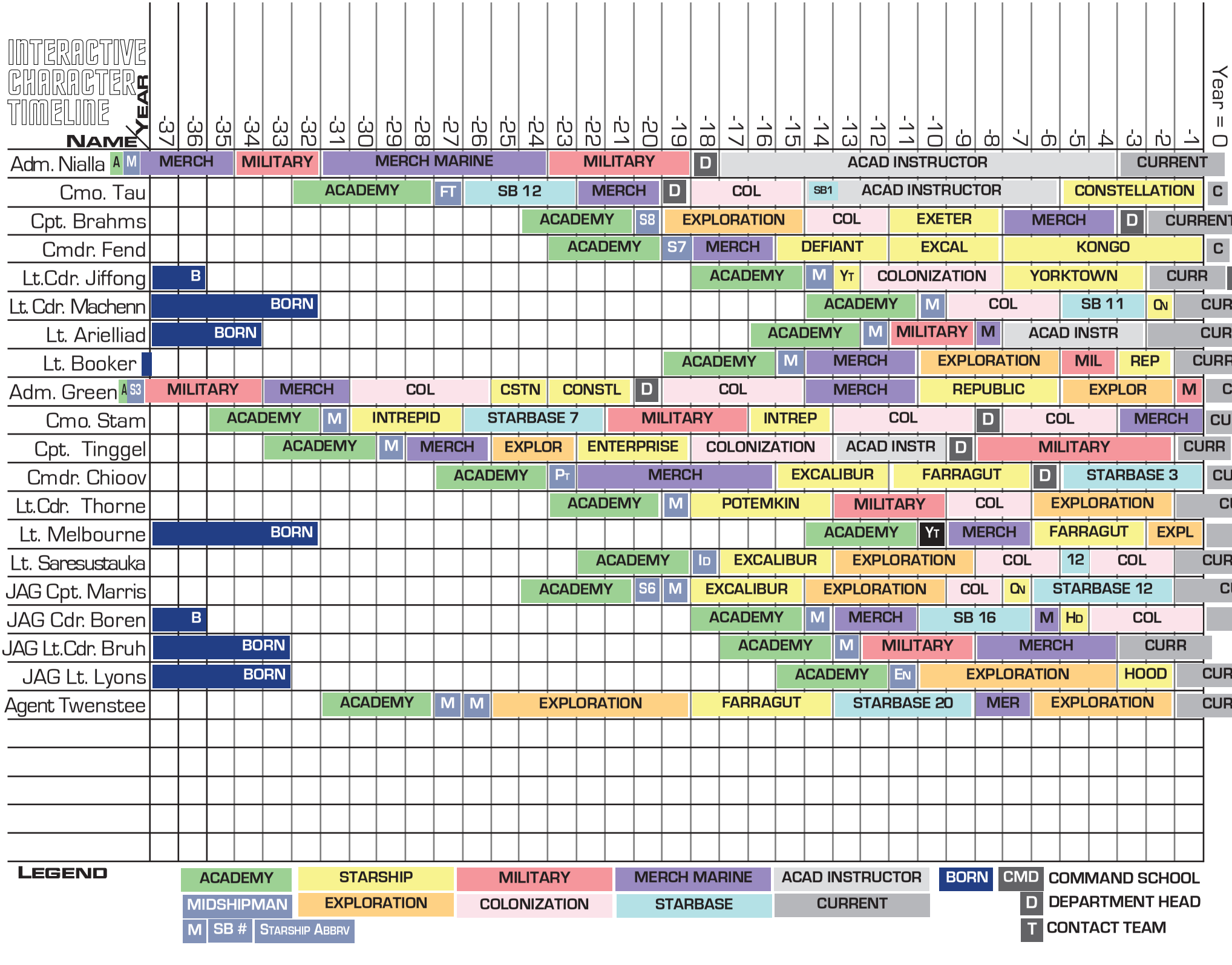
Dice on!
Jack Photon, 2025

PS. If printing this as one tome for binding, print pages 3 -106, double-sided.
(32lb plain white is this author's preferred paper.)

Pages 1, 2 & 107, 108 are inner/outer covers. (Spine label to right.)
Heavy, (48-72 lb) dble-side gloss is suggested. Matte or other work fine too.

Even-pages should print on the left hand side with odd-pages on the right.

INTERACTIVE CHARACTER TIMELINE


NAME / YEAR
-37 -36 -35 -34 -33 -32 -31 -30 -29 -28 -27 -26 -25 -24 -23 -22 -21 -20 -19 -18 -17 -16 -15 -14 -13 -12 -11 -10 -9 -8 -7 -6 -5 -4 -3 -2 -1
Year = 0
Adm. Nialla
A M MERCH MILITARY MERCH MARINE MILITARY D ACAD INSTRUCTOR CURRENT
Cmo. Tau
ACADEMY FT SB 12 MERCH D COL SB1 ACAD INSTRUCTOR CONSTELLATION C
Cpt. Brahms
ACADEMY S8 EXPLORATION COL EXETER MERCH D CURRENT
Cmdr. Fend
ACADEMY S7 MERCH DEFIANT EXCAL KONGO C
Lt.Cdr. Jiffong
B ACADEMY M YT COLONIZATION YORKTOWN CURR D
Lt. Cdr. Machenn
BORN ACADEMY M COL SB 11 QN CURR
Lt. Arielliad
BORN ACADEMY M MILITARY M ACAD INSTR CURR
Lt. Booker
ACADEMY M MERCH EXPLORATION MIL REP CURR
Adm. Green
A S3 MILITARY MERCH COL CSTN CONSTL D COL MERCH REPUBLIC EXPLOR M CUR
Cmo. Stam
ACADEMY M INTREPID STARBASE 7 MILITARY INTREP COL D COL MERCH CURR
Cpt. Tinggel
ACADEMY M MERCH EXPLOR ENTERPRISE COLONIZATION ACAD INSTR D MILITARY CURR
Cmdr. Chioov
ACADEMY PT MERCH EXCALIBUR FARRAGUT D STARBASE 3 CURR
Lt.Cdr. Thorne
ACADEMY M POTEMKIN MILITARY COL EXPLORATION CURR
Lt. Melbourne
BORN ACADEMY YT MERCH FARRAGUT EXPL
Lt. Saresustauka
ACADEMY ID EXCALIBUR EXPLORATION COL 12 COL CURR
JAG Cpt. Marris
ACADEMY S6 M EXCALIBUR EXPLORATION COL QN STARBASE 12 CURR
JAG Cdr. Boren
B ACADEMY M MERCH SB 16 M HD COL CU
JAG Lt.Cdr. Bruh
BORN ACADEMY M MILITARY MERCH CURR
JAG Lt. Lyons
BORN ACADEMY EN EXPLORATION HOOD CURR
Agent Twenstee
ACADEMY M M EXPLORATION FARRAGUT STARBASE 20 MER EXPLORATION CURR
LEGEND
ACADEMY
STARSHIP
MILITARY
MERCH MARINE
ACAD INSTRUCTOR
BORN
CMD COMMAND SCHOOL
MIDSHIPMAN
EXPLORATION
COLONIZATION
STARBASE
CURRENT
D DEPARTMENT HEAD
M SB # STARSHIP ABBRV
T CONTACT TEAM

Name K'ress Nialla

Homeworld CAIT

Childhood Utopia

Family UFP, Ok

Parents Both Alive

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Dmg Ctrl Proc	N/A
2. ShuttleTech	
3. Sm Eq Tech	

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/(N)/?	Y/(O)/T	Ht / Dis / N / (Lk) / Lv / Hr	(A)/P/E
(2)	(Y)/N/?	Y/O/(T)	Ht / Dis / (N) / Lk / Lv / Hr	(A)/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet —

Term
1 Starfleet Honor Roll, SF Eng.Soc.
2 —
3 —
4 —
5 Starfleet Honor Roll, S.F.E.S.
6 —
7 Starfleet Honor Roll, S.F.E.S.
8 —
9 —
(10)

Lifepath

Academy Romance, Happy

Cadet Romance, Tragic, Lover vanished, still love him

Term
1 Romance, Probs, he messes around, love ea other
2 —
3 Romance, Probs, incompatible, still loves me
4 —
5 —
6 Enemy, ex-lover, mutual, Rom rival
7 Friend, Like big brother
8 —
9 Lose 400Cr
(10)

250101.00

History and Notes

Ranking amongst the best of the best instructors Starfleet ever had, K'ress' engineering design and warp technology suffered few better. She was so recognized, being decorated thrice by the Starfleet Engineers Society for her achievements in design and theory.

Dreams and Directions

These old bones are creaking and with 40yrs service ending this term, K'ress has earned a most well-deserved retirement.

That said,, K'ress will likely continue her school affiliations, offering lectures until she dies.

Certainly one goal is to finish that Bachelor's in Deflector Shield Technology amongst some other few certifications.

STARFLEET OFFICER RECORD

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE	
1st	■
2nd	
3rd	
4th	
5th	
6th	

ACTIVE DUTY		Term Length	Efficiency	Awards, Honorifics and Notes
				Cadet Cruise - / Class J Starship
1st		4	AV	SF Honor Roll
2nd		3	AV	- /
3rd		3	OU	- /
4th		5	AV	- /
5th		5	AV	SF Honor Roll
6th	D	1	-	- /
7th		5	AV	SF Honor Roll
8th		5	AV	- /
9th		4	AV	- /
■10th		5		Current, 4yrs in

NAME Dr. K'ress Nialla DEng
AGE 60
SPECIES CAITIAN
P.O.B. CAIT
SEX F
HT 5'2
WT 98
RANK ADMIRAL
BRANCH ENGINEER
HAIR BLACK
EYES GREEN
ASSIGNMENT
D.O.B.
230101.01

Personal/Family Notes

CREDITS 90.8k

STR	END	INT	DEX	CHA	COOL	LUC	PSI
-6 /89	-5 /94		-10/104				
68-6 Aging 52	60-5 Aging 55	70	80-10 Aging 70	75	86	70	40

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
80	Caitian +05 75	78	62	70

Administration 49	Demolitions	Medicine	ST Sensors
Anthrop	Disguise		ST Services
	Ecology 24	Meteorology	ST Weapon Ops
Appraisal	Electronics 42	Negot/Diplomacy	ST Weapons Tech 25
Archaeo	Enviosuit Ops 18	Oceanography	Stealth/Hide
	Federation History 15	Pers Wpn Tech	Streetwise
Art	Federation Law 10	Philosophy	Survival Arctic 10
	Forgery		
Astron/Atrophys 25	Gaming 21	Physics 84	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology		Transporter Ops 43
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech. 34
Burglary	History	Seduction	Trivia
Carousing		Shuttle Pilot	
Chemistry	Holotechnology 24	Shuttle Sys Tech 18	Variable-G Ops 25
Combat	Instruction 99	Sm Equip Tech. 20	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	
Qtr Staff Armed 10	Intimidate	Sports Catball 8	Warp Drive Tech 93
H-T-H 25	Lang K'Zin 16		Zoology
Modern 30		ST Cbt Tac/Str.	
Computer Op 10	Law	ST Comm Proc	
Computer Tech 41		ST Comm Tech	
Culture	Leadership 10	ST Engineering 91	
	Life Support Tech 43	ST Helm	
Dmg Ctrl Proc 10	Materials Science	ST Navigation	
Def Shield Tech 39	Mechanics 15	ST Security 10	

ADMIRAL, DR. K'RESS NIALLA, DENG

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL / CURRENT	WOUND FATIGUE STUN	LUC Pool 70 NATURAL	PSI Vector 61	((INT+CHA+PSI)/3) rd
1		55			PSI Pool NATURAL	
2			ATTRIBUTE FATIGUE EFFECTS			
3		SAVE (END/2 rd) 27				
4		SAVE (END/4 rd) 13				
5		UNC (END/10 rd) 5				
6						
7						
8						
9						
10						
11						

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 1
TOTAL.....= 1d10+4

WEAPON DAMAGE
STR BONUS.....+ 2
SKILL BONUS.....+ 0
TOTAL.....= 2

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	30	70	50	PER SETTING
H-T-H	25	70	47	1d10+4
Staff	10	70	40	4d10+7

Action Point Table

A = *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

230101.01

NAME Dr. K'ress Nialla, DEng

SPECIES Caitian

P.O.B. Cait

BRANCH Engineering

RANK Admiral

CURRENT ASSIGNMENT

AGE	60
SEX	F
HT	5'2
WT	98
HAIR	Black
EYES	Green
D.O.B.	

STR	D
END	D
INT	C
DEX	C
CHA	C
COOL	B
LUC	C
PSI	E

Top Skills

1. Instruct A-9
2. WarpDr A-3
3. ST Eng A-1
4. Physics B-4
5. LifeSpTech, E

...

Dept Head (Y) / N

Cmd School Y / (N)

Contact Team Certified? Y / F / (N)

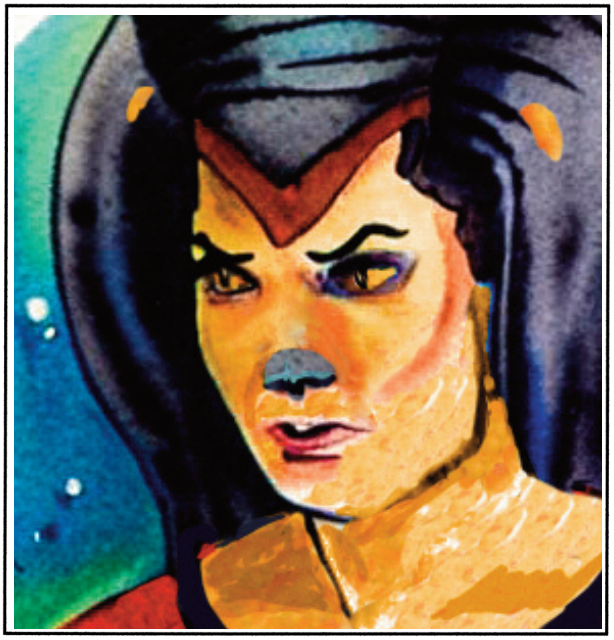
Service Record

Honors

Starfleet Honor Roll,
Starfleet Engineers Society
for theoretical warp advances.

Starfleet Honor Roll,
Starfleet Engineers Society
for starship design

Starfleet Honor Roll,
Starfleet Engineers Society
for learning and mentorship



Assignments 39 Years Served

Cadet Class J Starship
Term 1 Merchant Marine
Term 2 Military
Term 3 Merchant Marine
Term 4 Merchant Marine
Term 5 Military
Term 6 Department Head School
Term 7 Academy Instructor
Term 8 Academy Instructor
Term 9 Academy Instructor
Term 10 (Current, 4yrs in on 5)

Name Semblen Tau

Homeworld Edo

Childhood Utopia

Family Diplomats to UFP

Parents Mother, deceased

Siblings	LIVING	AGE	FEELINGS	STANDING
①	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy —

Cadet —

Term
1 —
2 —
3 Friend, Colleague
4 Romance, Happy
5 Romance, Fast Times
6 Romance, Fast Times
7 Enemy, Lc l, mutual, don't like ea. other
8 Romance, Happy
⑨
10

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Transporter Op	COOL
2. Deflector Shield Tech	
3. Life Support Tech	

Awards and Honors

Cadet Passed with Honors

Term
1 —
2 —
3 —
4 —
5 P. Heart, Serious, END -3
6 —
7 —
8 —
⑨
10

History and Notes

There was plenty of blame to go around when Semblen was injured by a circuit left open by a student. That there were no protocols prior, nor that Semblen hadn't thought to check beforehand led to a Fleet-wide review of engineering routines and checklists from top to bottom.

Despite the incident, over 9yrs of service at the Academy saw few other professors, teachers or associates achieve such consistently high performance ratings. Thousands of today's younger engineer's were tutored by Semblen Tau..

Dreams and Directions

Immediately it's about getting that certificate in Transporter Ops. Pursuing the two Doctorates consumes all the free time.

While many enjoy the vast travel experiences Starfleet offers, the Academy stint was very grounding in many ways. Perhaps a choice tour on a Starbase could be the ideal life. A steady routine with new faces and cultures on a regular basis without all the travel and danger.

STARFLEET OFFICER RECORD

COMMODORE SEMBLEN TAU

NAME Semblen Tau | AGE 59
SPECIES EDOAN | P.O.B. EDO | SEX M | HT 5'4 | WT 110
RANK COMMODORE | HAIR -
BRANCH ENGINEER | EYES YELLOW
ASSIGNMENT | D.O.B. 2301101.01

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE											
1st		■								■	
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY									Term Length	Efficiency	Awards, Honorifics and Notes
1st							■		4	AV	- / SB 12
2nd						■			3	AV	- /
3rd	D								1	-	- /
4th					■				4	AV	- /
5th							■	■	3	OU	P.Heart, Serious, END -3 / SB 3
6th								■	4	OU	- /
7th								■	2	EX	- /
8th		■							5	AV	- / Captain of Engineering, USS Constellation
■ 9th									1		Current, just starting
10th											

Personal/Family Notes

CREDITS 39k

Cadet Cruise - / USS Farragut

STR	END	INT	DEX	CHA	COOL	LUC	PSI
56	Age-3/91 57/54 51 -3 Serious Age 54-3	70	65	70	51	01	31

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	PERSEVERENCE (INT+LUC)/2 round down
60	35	60	Edoan -05 23	Edoan -05 30

Administration . . . 50	Demolitions	Medicine	ST Sensors . . . .
Anthrop	Disguise	. . . .	ST Services . . . .
. . . .	Ecology	Meteorology . . .	ST Weapon Ops . . .
Appraisal	Electronics 20	Negot/Diplomacy. . . .	ST Weapons Tech . . .
Archaeo	Enviosuit Ops . . . 10	Oceanography . . .	Stealth/Hide . . .
. . . .	Federation History . 19	Pers Wpn Tech . . .	Streetwise 5
Art	Federation Law . . . 10	Philosophy	Survival Temperate. 6
. . . .	Forgery	. . . .	. . . .
Astron/Atrophys . . 19	Gaming 16	Physics 50	Track/Evade. . . . .
Biology	Gambling 17	Psych	Trade & Commerce. . . .
Botany	Geology	. . . .	Transporter Ops . . . 23
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech. . 68
Burglary	History	Seduction	Trivia . . . .
Carousing 22	. . . .	Shuttle Pilot	. . . .
Chemistry	Holotechnology . . .	Shuttle Sys Tech . . .	Variable-G Ops . . .
Combat	Instruction 67	Sm Equip Tech. . . 32	Vehicle Op Wheeled. 9
Archaic . . .	Interrogation	Sm Unit Tactics . . .	. . . .
Baton Armed . . . 10	Intimidate	Sports	Warp Drive Tech . . 69
H-T-H . . . 15	Lang Klingon . 21	. . . .	Zoology . . . .
Modern . . . 15	. . . .	ST Cbt Tac/Str. . .	. . . .
Computer Op . . . 21	Law	ST Comm Proc . . .	. . . .
Computer Tech . . 26	. . . .	ST Comm Tech . . .	. . . .
Culture	Leadership 10	ST Engineering 40	. . . .
Alpha Centauran . 15	Life Support Tech . 73	ST Helm	. . . .
Dmg Ctrl Proc . . . 10	Materials Science. . .	ST Navigation	. . . .
Def Shield Tech . . 75	Mechanics 70	ST Security 10	. . . .

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL 51 / CURRENT	WOUND FATIGUE STUN	LUC Pool 01 NATURAL	PSI Vector 57	((INT+CHA+PSI)/3) rd
1					PSI Pool NATURAL	
2		SAVE (END/2 rd) 25	ATTRIBUTE FATIGUE EFFECTS			
3						
4		SAVE (END/4 rd) 12				
5		UNC (END/10 rd) 5				
6						
7						
8						
9						
10						
11						
12						

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 0
TOTAL.....=

WEAPON DAMAGE
STR BONUS.....+ 2
SKILL BONUS.....+ 0
TOTAL.....= 2

TO HIT TABLE
(SKILL + DEX)/2=TOHIT DMG

Modern	15	65	40	PER SETTING
H-T-H	15	65	40	1d10+3
Baton	10	65	37	2d10+2

Action Point Table

▲ *Opportunity Action*

Position Change	
▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Semblen Tau	AGE	59	STR	D
SPECIES	P.O.B.	SEX	M	END	D
	Edoan / Edo	HT	5'4	INT	C
BRANCH	Engineering	WT	110	DEX	D
RANK	Commodore	HAIR	-	CHA	C
CURRENT ASSIGNMENT		EYES	yellow	COOL	D
		D.O.B.		LUC	H
				PSI	F

Top Skills

1. DefShTech, C
2. LifeSpTech, C
3. Mechanics, C
4. WarpDrTech, D
5. TPortTech, D
...

Dept Head Y/N (Y) | Cmd School Y/N (N)

Contact Team Certified? Y/F/N (N)

230101.01

Service Record

Honors

Passed with Honors
Purple Heart

Assignments 26 Years Served

Cadet	USS Farragut
Term 1	Starbase 12
Term 2	Merchant Marine
Term 3	Department Head School
Term 4	Colonization
Term 5	Academy Instructor
Term 6	Academy Instructor
Term 7	Academy Instructor
Term 8	USS Constellation
Term 9	(Current, Just starting)
Term 10	

Name Leah Brahms

Homeworld Earth

Childhood Sm Village, Utopia

Family Researchers, Ok

Parents Alive

Personal Notes and Lifepath

Areas of Improvement

	Skills	Attribute
1.	Materials Science	COOL
2.	Instruction	
3.	Bowling	

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet —

Term
1 —
2 SF Dec for Valor, 1st Class
3 —
4 Starfleet Honor Roll
5 —
6 —
⑦
8
9
10

Lifepath

Academy Headache, Local Authorities have Q's

Cadet Romance, Happy

Term
1 Big Creds! 50kcr
2 Local Authorities have more Q's.
3 Big Creds! 40kcr
4 Enemy, Ex-Love, hates me for refusal
5 Rom, Lover Fam seeks split, hate ea other
6 —
⑦
8
9
10

250101.00

History and Notes

Fresh off her Doctorate of star-ship design and construction, Leah is now focused on understanding the latest materials and processes creating them, pursuing an entirely new field to her, materials science.

Leah is one of several generations of 'Leahs' in her family, each of them also an engineer in one form or another..

Dreams and Directions

Always with an eye out, should Leah finally find the right man, she expects to pass down her family heritage.

As the sole-child, it's certainly her last responsibility to her family posterity and the ages.

As to leaving Starfleet? Who knows... It's a good job at the forefront of technology and de-sign. That said, a quieter pace at a commercial shipping firm de-signing the true behemoths of the deep space lanes is a chal-lenge in its own right to consider.

STARFLEET OFFICER RECORD

CAPTAIN, DR. LEAH BRAHMS DENG

NAME Dr. Leah Brahms AGE 43
SPECIES HUMAN P.O.B. EARTH SEX F HT 5'7
RANK CAPTAIN WT 115
BRANCH ENGINEER HAIR RED/BLK
ASSIGNMENT EYES BROWN
D.O.B. 230101.01

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE	SCHOOL	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st								■	■		
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY	SCHOOL	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
1st			■						5	PO	- /
2nd					■				3	EX	SF Dec for Valor /
3rd		■							4	AV	- / USS Exeter
4th						■			1	AV	SF Honor Roll /
5th						■			3	AV	- /
6th	D								1	-	
■7th									4		Current Term, 3yrs in
8th											
9th											
10th											

Personal/Family Notes

CREDITS 192k

Awards, Honorifics and Notes
Cadet Cruise - / Starbase 8

STR	END	INT	DEX	CHA	COOL	LUC	PSI
60	60	90	70	70	60	55	01

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
65	72	75	57	72

Administration 31	Demolitions	Medicine	ST Sensors 10
Anthrop	Disguise		ST Services
	Ecology 9	Meteorology	ST Weapon Ops 10
Appraisal	Electronics 46	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops 10	Oceanography	Stealth/Hide
	Federation History 10	Pers Wpn Tech	Streetwise
Art	Federation Law 10	Philosophy	Survival
	Forgery		
Astron/Atrophys 25	Gaming	Physics 65	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology		Transporter Ops 28
Bribery	Hvy Wpns Op/Tech 25	Scrounge	Transporter Tech. 41
Burglary	History	Seduction	Trivia
Carousing		Shuttle Pilot	
Chemistry 10	Holotechnology 49	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction 38	Sm Equip Tech. 51	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	
Lirpa Armed 10	Intimidate	Sports Bowling 23	Warp Drive Tech 60
H-T-H 15	Lang Vulcanian 10		Zoology
Modern 15		ST Cbt Tac/Str. 10	
Computer Op 10	Law	ST Comm Proc 5	
Computer Tech 5		ST Comm Tech	
Culture Vulcanian 6	Leadership 20	ST Engineering 81	
	Life Support Tech 40	ST Helm 12	
Dmg Ctrl Proc 10	Materials Science	ST Navigation 20	
Def Shield Tech 21	Mechanics 15	ST Security 10	

ACTION POINTS
1
2
3
4
5
6
7
8
9
10
11

UNCONSCIOUS SAVES

NATURAL	WOUND	FATIGUE	STUN
60			
CURRENT			

ATTRIBUTE FATIGUE EFFECTS

SAVE (END/2 rd)	SAVE (END/4 rd)	UNC (END/10 rd)
30	15	6

LUC Pool 55 NATURAL

PSI Vector 53

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 0
TOTAL.....= 1d10+3

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	15	70	42	PER SETTING
H-T-H	15	70	42	1d10+3
Lirpa	10	70	40	4d10+8

Action Point Table

A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME Dr. Leah Brahms, DEng

SPECIES Human

P.O.B. Earth

BRANCH Engineering

RANK Captain

CURRENT ASSIGNMENT

AGE 43

SEX F

HT 5'7

WT 115

HAIR Red/Blk

EYES Brown

D.O.B.

STR	D
END	D
INT	A
DEX	C
CHA	C
COOL	D
LUC	D
PSI	H

Top Skills

1. ST Eng, B
2. Physics, D
3. WarpDrTech, D
4. SmEqTech, D
5. Holotech, E

...

Dept Head (Y) / N

Cmd School Y / (N)

Contact Team Certified? Y / (N)

230101.01

Service Record

Honors

SF Decoration for Valor, 1st Class
SF Honor Roll

Assignments 20 Years Served

Cadet Starbase 8
Term 1 Exploration
Term 2 Colonization
Term 3 USS Exeter
Term 4 Merchant Marine
Term 5 Merchant Marine
Term 6 Department Head School
Term 7 (Current, 3yrs in on 4)
Term 8
Term 9
Term 10

Name Jenrik Fend

Homeworld **Lendis Wavamm III**
Fringe, Post-war clean up

Childhood Military Zones

Family Common, Ok

Parents Deceased

Siblings	Living	Age	Feelings	Standing
1.	(Y)/N/?	Y/(O)/T	Ht / (Dis) / N / Lk / Lv / Hr	A/P/(E)
2.	(Y)/N/?	Y/(O)/T	Ht / Dis / (N) / Lk / Lv / Hr	(A)/P/E
3.	Y/N/(?)	Y/O/(T)	Ht / Dis / N / Lk / (Lv) / Hr	A/P/(E)
4.	Y/(N)/?	(Y)/O/T	Ht / Dis / N / (Lk) / Lv / Hr	A/(P)/E
(5)	(Y)/N/?	Y/(O)/T	Ht / Dis / N / (Lk) / Lv / Hr	A/P/(E)
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Lifepath

Academy Trainer, +4 CHA
Cadet Mentor, Scrounge +16

Term
1 —
2 Headache, Trusted ally turns
3 Romance, Fast Times
4 Friend in Starfleet Command
5 Big Creds! 80kcr
6 —
(7)
8
9
10

Personal Notes and Lifepath

Areas of Improvement

	Skills	Attribute
1.	Admin	INT
2.	Enviosuit Op	
3.	Life Support Tech	

Awards and Honors

Cadet —

Term
1 —
2 SF Dec for Valor
3 —
4 SF Dec for Valor
5 —
6 —
(7)
8
9
10

History and Notes

Lendiss Wavamm III is not the best place to grow up as a child.

With the larger political scene favoring their Klingon neighbors over the more distant Federation, Jenrik knew in his heart where the good and righteous path was.

Turing 18, Jenrik walked into the nearest Federation Consulate and signed up for active duty in Starfleet. A week later he beamed up for the first time and never looked back -apart from tidings from his family whom he does not get to see.

Dreams and Directions

A goal is to get his entire family to emigrate to the Federation, though one sibling decries the notion. Jenrik is saving all his credits to that end.

Coming on 20yrs of service, now might be the time to muster out, gather as much of the family as he can and take up some new and personal enterprise.

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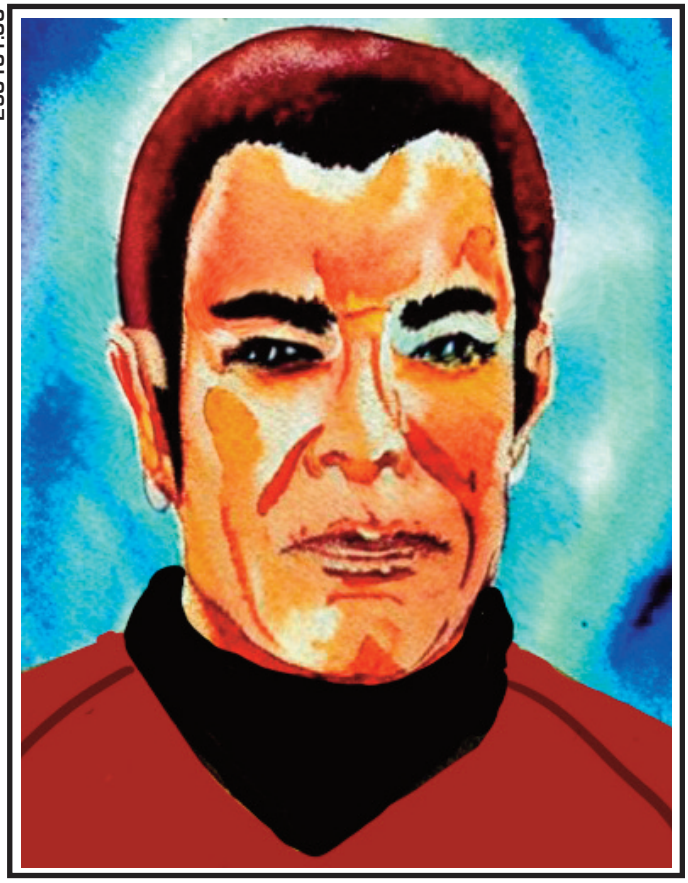

STARFLEET OFFICER RECORD

COMMANDER JENRIK FEND

NAME	Jenrik Fend	AGE	41
SPECIES	P.O.B.	SEX	M
HUMAN	LENDIS WAVAMM III	HT	5'11
RANK	COMMANDER	WT	175
BRANCH	ENGINEER	HAIR	BROWN
ASSIGNMENT		EYES	BLUE
		D.O.B.	

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SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD | STARSHIP | EXPLORATION | MILITARY | COLONIZATION | MERCHANT MARINE | STARBASE DUTY | ACADEMY INSTRUCTOR | Passed | Honors | High Honors

CADET CRUISE										
1st						■		■		
2nd										
3rd										
4th										
5th										
6th										

ACTIVE DUTY											Term Length	Efficiency	Awards, Honorifics and Notes
1st					■						3	EX	- / Cadet Cruise - / SB 7
2nd	■										3	OU	SF Dec Valor / USS Defiant
3rd	■										4	EX	- / USS Excalibur
4th	■										3	EX	SF Dec Valor / USS Kongo
5th	■										4	AV	- / USS Kongo
■6th											1		Current, mid-term
7th													
8th													
9th													
10th													

Personal/Family Notes

CREDITS 147.2k

STR	END	INT	DEX	CHA	COOL	LUC	PSI
60	60	70	61	75/79 79 (Trainer +4)	60	14	13

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
67	42		37	42

Administration . . . 10	Demolitions	Medicine	ST Sensors . . . .
Anthrop	Disguise	. . . .	ST Services . . . .
. . . .	Ecology	Meteorology . . .	ST Weapon Ops . . .
Appraisal	Electronics 44	Negot/Diplomacy. . . .	ST Weapons Tech . 40
Archaeo K'Zin . 26	Enviosuit Ops . . . 11	Oceanography . . .	Stealth/Hide . . .
. . . .	Federation History . 20	Pers Wpn Tech . . 27	Streetwise 16
Art Vocal . 3	Federation Law . . . 10	Philosophy	Survival . . . .
. . . .	Forgery	. . . .	. . . .
Astron/Atrophys . . 10	Gaming 6	Physics 43	Track/Evade. . . .
Biology	Gambling	Psych	Trade & Commerce. .
Botany	Geology	. . . .	Transporter Ops . . . 21
Bribery	Hvy Wpns Op/Tech .	Scrounge 16	Transporter Tech. . 31
Burglary	History	Seduction	Trivia . . . .
Carousing 5	. . . .	Shuttle Pilot	. . . .
Chemistry 8	Holotechnology . .	Shuttle Sys Tech . 28	Variable-G Ops . .
Combat	Instruction 10	Sm Equip Tech. . . 32	Vehicle Op . . . .
Archaic . . .	Interrogation	Sm Unit Tactics . .	. . . .
Sword Armed . . . 10	Intimidate	Sports	Warp Drive Tech . . 50
H-T-H . . . 15	Lang Caitian . 10	. . . .	Zoology . . . .
Modern . . . 15	. . . .	ST Cbt Tac/Str. . .	. . . .
Computer Op . . . 10	Law	ST Comm Proc . . .	. . . .
Computer Tech . . 40	. . . .	ST Comm Tech . . .	. . . .
Culture	Leadership 10	ST Engineering 52	. . . .
. . . .	Life Support Tech . 20	ST Helm	. . . .
Dmg Ctrl Proc . . . 10	Materials Science. . .	ST Navigation	. . . .
Def Shield Tech . . 28	Mechanics 24	ST Security 10	. . . .

ACTION POINTS
1
2
3
4
5
6
7
8
9
10

UNCONSCIOUS SAVES

NATURAL	60
CURRENT	
SAVE (END/2 rd)	30
SAVE (END/4 rd)	15
UNC (END/10 rd)	6

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool 14 NATURAL

PSI Vector 54

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 0
TOTAL.....= 1d10+3

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	15	61	38 ... PER SETTING
H-T-H	15	61	38 ... 1d10+3
Sword	10	61	35 ... 4d10+3

Action Point Table

▲ *Opportunity Action*

Position Change	
▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

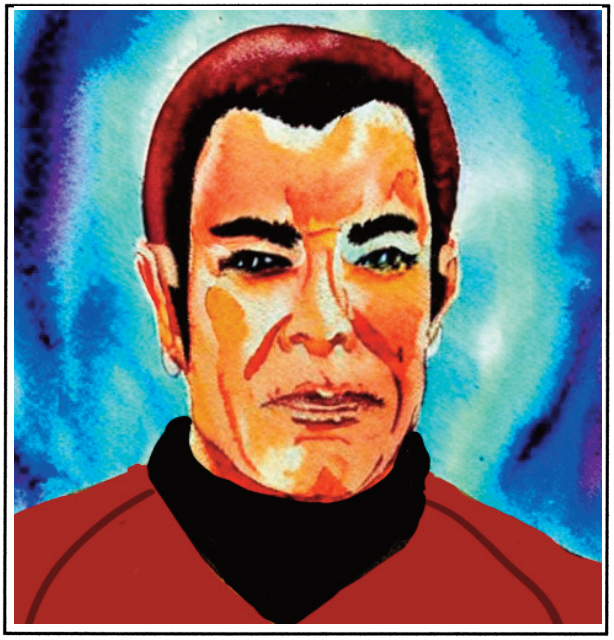
NAME	Jenrik Fend	AGE	41	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	M	END	D	1. ST Eng, D	
Human	Lendis Wavamm III	HT	5'11	INT	C	2. WarpDrTech, D	
BRANCH	Engineering	WT	175	DEX	D	3. Physics, E	
RANK	Commander	HAIR	Brown	CHA	C	4. STWpnTech, E	
CURRENT ASSIGNMENT		EYES	Blue	COOL	D	5. CompTech, E	
		D.O.B.		LUC	G	...	
				PSI	G	Dept Head Y/N	Cmd School Y/N
						Contact Team Certified?	Y/N F

230101.01

Service Record

Honors

SF Dec for Valor
SF Dec for Valor



Assignments

18 Years Served

Cadet	Starbase 7
Term 1	Merchant Marine
Term 2	USS Defiant
Term 3	USS Excalibur
Term 4	USS Kongo
Term 5	USS Kongo
Term 6	(Current, mid-term on 1yr)
Term 7	
Term 8	
Term 9	
Term 10	

Name Krazensk Jiffong

Homeworld Izar

Childhood Starfleet

Family UFP Diplomats, ok

Parents Alive

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. SmEqTech	COOL
2. Life Support Tech	
3. Carousing	

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	(Y)/N/?	(Y)/O/T	Ht / Dis / N / Lk / (Lv) / Hr	A/(P)/E
(2)	(Y)/N/?	(Y)/O/T	Ht / Dis / N / Lk / Lv / (Hr)	(A)/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet Commendation

Term
1 —
2 —
3 SF Honor Roll
(4)
5
6
7
8
9
10

Lifepath

Academy Enemy, Ex-Friend, hate them, betrayal
Cadet Romance, Tragic, Killed Line of Duty

Term
1 Romance, Tragic Killed Line of Duty
2 Headache, Illness
3 Rom, Constant fights, still love ea. other
(4)
5
6
7
8
9
10

History and Notes

The School of Department Head Training has had notes on Jiffong going back to his tour in Colonization, later confirmed by his five years aboard Yorktown and affirmed by his current Chief and Captain. Consequently, Jiffong is already enrolled in the next class to graduate at the end of his current term, not a dozen weeks away now.

Dreams and Directions

The early acceptance to Department Head School is certainly a career changer! This throws everything up in the air as to what to do and where to go.

For the next year, it's going to be nothing but head down and shoulder to the grind stone in learning. This is the opportunity to define a lifetime.

STARFLEET OFFICER RECORD

CADET CRUISE	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st				■					■		
2nd											
3rd											
4th											
5th											
6th											

NAME Krazensk Jiffong
AGE 37
SPECIES HUMAN
P.O.B. IZAR
SEX M
HT 5'11
RANK LT. CMDR
WT 165
BRANCH ENGINEER
HAIR RED
ASSIGNMENT
EYES VIOLET
D.O.B.
230101.01

LT. CMDR KRAZENSK JIFFONG

Personal/Family Notes

CREDITS 10.08k

ACTIVE DUTY									Term Length	Efficiency	Awards, Honorifics and Notes: Cadet Cruise	Commendation
1st		■							1	AV	- /	USS Yorktown
2nd					■				5	EX	- /	
3rd		■							5	OU	SF Honor Roll /	USS Yorktown
■ 4th									3		Current, late 3rd year	
5th	D								1	-	Pending Term 4 closure	
6th												
7th												
8th												
9th												
10th												

STR	END	INT	DEX	CHA	COOL	LUC	PSI
61	60	70	60	65	62	22	01

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
63	46	66	41	46

Administration . . . 10	Demolitions	Medicine	ST Sensors . . . .
Anthrop	Disguise	. . . .	ST Services . . . .
. . . .	Ecology 15	Meteorology . . .	ST Weapon Ops . . .
Appraisal	Electronics 40	Negot/Diplomacy. . . .	ST Weapons Tech . . .
Archaeo	Enviosuit Ops . . . 15	Oceanography . . .	Stealth/Hide . . .
. . . .	Federation History . 10	Pers Wpn Tech . .	Streetwise 9
Art	Federation Law . . . 12	Philosophy	Survival . . . .
. . . .	Forgery	. . . .	. . . .
Astron/Atrophys . . 16	Gaming	Physics 52	Track/Evade. . . . .
Biology	Gambling 28	Psych	Trade & Commerce. . . .
Botany	Geology	. . . .	Transporter Ops . . . 34
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech. . 44
Burglary	History	Seduction	Trivia . . . .
Carousing 21	. . . .	Shuttle Pilot	. . . .
Chemistry	Holotechnology . .	Shuttle Sys Tech . 50	Variable-G Ops . .
Combat	Instruction 10	Sm Equip Tech. . . 20	Vehicle Op . . . .
Archaic . . .	Interrogation	Sm Unit Tactics . .	. . . .
Bow Armed . . . 10	Intimidate	Sports Golf 9	Warp Drive Tech . . 45
H-T-H . . . 15	Lang Klingon 10	. . . .	Zoology . . . . .
Modern . . . 15	. . . .	ST Cbt Tac/Str. . .	. . . .
Computer Op . . . 20	Law	ST Comm Proc . . .	. . . .
Computer Tech . .	. . . .	ST Comm Tech . . .	. . . .
Culture Klingon . 18	Leadership 10	ST Engineering 55	. . . .
. . . .	Life Support Tech . 39	ST Helm	. . . .
Dmg Ctrl Proc . . . 10	Materials Science. . .	ST Navigation	. . . .
Def Shield Tech . . 31	Mechanics 24	ST Security 10	. . . .

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL 60 / CURRENT	WOUND FATIGUE STUN	LUC Pool 22 NATURAL	PSI Vector 45	((INT+CHA+PSI)/3) rd
1						
2			ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
3		SAVE (END/2 rd) 30				
4		SAVE (END/4 rd) 15				
5		UNC (END/10 rd) 6				
6						
7						
8						
9						
10						

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 0
TOTAL.....= 1d10+3

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	15	60	37	PER SETTING
H-T-H	15	60	37	1d10+3
Bow	10	60	35	4d10

Action Point Table

A Opportunity Action

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME Krazensk Jiffong	AGE 37	STR D	Top Skills		
SPECIES Human	SEX M	END D	1. St Eng, D		
P.O.B. Izar	HT 5'11	INT C	2. Physics, D		
BRANCH Engineering	WT 165	DEX D	3. ShuttleSysT, D		
RANK Lt. Commander	HAIR Red	CHA D	4. WarpDrTech, E		
CURRENT ASSIGNMENT	EYES Violet	COOL D	5. TPorterTech, E		
	D.O.B.	LUC G	...		
		PSI H	Dept Head Y/N	Cmd School Y/N	
			Contact Team Certified?	Y/N	F

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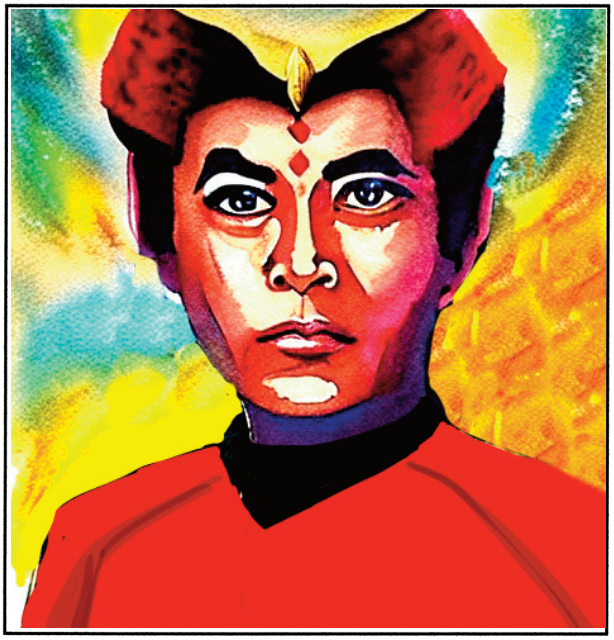
Service Record

Honors

Commendation
SF Honor Roll



Assignments

14 Years Served

Cadet	Military
Term 1	USS Yorktown
Term 2	Colonization
Term 3	USS Yorktown
Term 4	(Current, Just finishing)
Term 5	Department Head School
Term 6	
Term 7	
Term 8	
Term 9	
Term 10	

Name Borjer Machenn

Homeworld Tellar

Childhood Large City

Family Merchants, lost all to betrayal

Parents Deceased

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Deflector Shield Tech	COOL
2. Transporter Op	
3. Electronics	

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet —

Term 1 —
2 —
3 —
4
5
6
7
8
9
10

Lifepath

Academy Enemy, hates me, major humiliation

Cadet Enemy, Fmr Love, mutual, hate ea. other

Term 1 Romance, Happy
2 —
3 Rom, Prob, Apart long time, still loves me
4
5
6
7
8
9
10

History and Notes

For as charismatic a Tellarite as Borjer is, the early years were a difficult transition with a lot of cultural shock on joining Starfleet.

Admittedly, joining Starfleet was an act of desperation after his family's corporation was undermined by internal betrayal and sold off in pieces. Each of his siblings were scattered across Tellarite space and beyond.

As to the culture shock, Borjer always enjoyed crawling around the guts of industrial machinery as a child as was; so the endless jefferies tubes and starbase crawl spaces make a welcome home.

Dreams and Directions

Nine more year to minimum retirement? There isn't going to be any great fortunes earned in Starfleet. His credit statement agrees with this assessment.

Taking the training here back to Tellar; staying in contact with several of siblings; rebuilding the family trade; this is likley the way.

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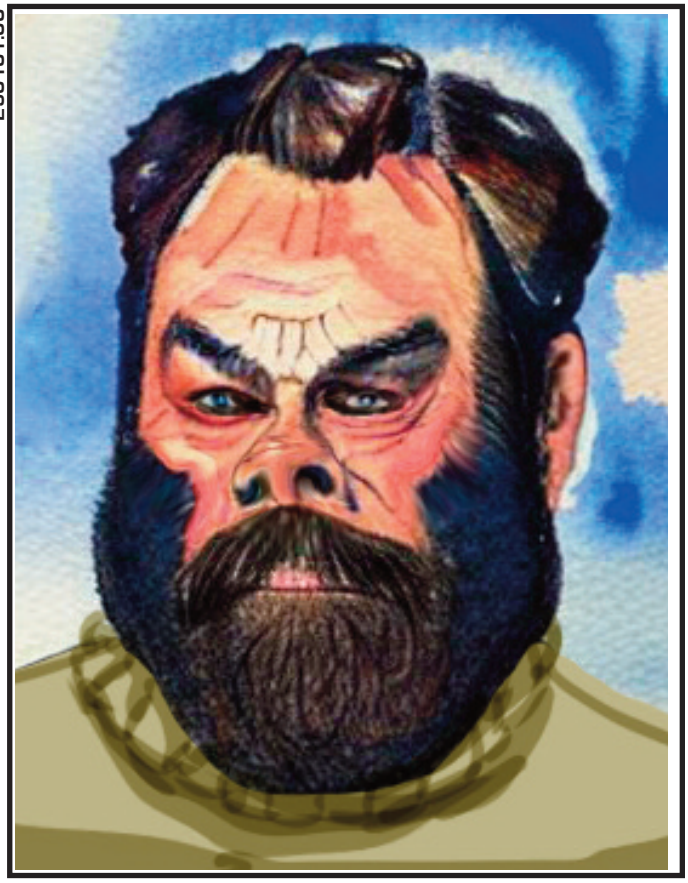


STARFLEET OFFICER RECORD

LT. CMDR BORJER MACHENN

NAME Borjer Machenn AGE 33
SPECIES P.O.B. SEX M
TELLARITE TELLAR HT 5'6
RANK LT. CMDR WT 210
BRANCH ENGINEER HAIR BLACK
ASSIGNMENT MINOR MEDICAL EYES BLUE
D.O.B. 230101.01

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE											
1st				■				■			
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY											
1st				■							
2nd						■					
3rd	■										
■4th											
5th											
6th											
7th											
8th											
9th											
10th											

Term Length	Efficiency	
4	AV	- /
3	AV	- / SB 11
1	AV	- / USS Constitution
3		Current, 1yr in

Personal/Family Notes

CREDITS 7.2k

Awards, Honorifics and Notes

Cadet Cruise - /

STR	END	INT	DEX	CHA	COOL	LUC	PSI
80	70	75	63	66	45	05	25

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
Tellarites -15 40	40	60	37	40

Administration . . . 15	Demolitions	Medicine Tellarite . 30	ST Sensors 7
Anthrop	Disguise	. . . .	ST Services . . . . .
. . . .	Ecology	Meteorology	ST Weapon Ops . . .
Appraisal	Electronics 38	Negot/Diplomacy. 5	ST Weapons Tech . .
Archaeo	Enviosuit Ops . . . 21	Oceanography	Stealth/Hide . . . .
. . . .	Federation History . 23	Pers Wpn Tech . . 1	Streetwise . . . . .
Art	Federation Law . . . 10	Philosophy	Survival . . . .
. . . .	Forgery	. . . .	. . . .
Astron/Atrophys . . 10	Gaming 21	Physics 15	Track/Evade. . . . .
Biology 7	Gambling	Psych Earther . 15	Trade & Commerce. .
Botany	Geology	. . . .	Transporter Ops . . . 20
Bribery	Hvy Wpns Op/Tech .	Scrounge	Transporter Tech. . 41
Burglary	History	Seduction	Trivia . . . .
Carousing	. . . .	Shuttle Pilot	. . . .
Chemistry	Holotechnology . .	Shuttle Sys Tech . 33	Variable-G Ops . .
Combat	Instruction 10	Sm Equip Tech. . . 31	Vehicle Op . . . .
Archaic . . .	Interrogation	Sm Unit Tactics . .	. . . .
Mace Armed . . . 24	Intimidate	Sports Gymnastics . 11	Warp Drive Tech . . 41
H-T-H . . . 18	Lang Earther . 17	. . . .	Zoology . . . . .
Modern . . . 15	. . . .	ST Cbt Tac/Str. . .	. . . .
Computer Op . . . 10	Law	ST Comm Proc . . .	. . . .
Computer Tech . .	. . . .	ST Comm Tech . . .	. . . .
Culture Earth . 13	Leadership 10	ST Engineering 50	. . . .
. . . .	Life Support Tech . 42	ST Helm	. . . .
Dmg Ctrl Proc . . . 10	Materials Science. . . 15	ST Navigation	. . . .
Def Shield Tech . . 38	Mechanics 27	ST Security 10	. . . .

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL 70 / CURRENT	WOUND FATIGUE STUN	LUC Pool 05 NATURAL	PSI Vector 55	((INT+CHA+PSI)/3) rd
1						
2			ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
3		SAVE (END/2 rd) 35				
4		SAVE (END/4 rd) 17				
5		UNC (END/10 rd) 7				
6						
7						
8						
9						
10						

BARE HAND DAMAGE... 2d10
SKILL BONUS.....+ 0
TOTAL.....= 2d10

WEAPON DAMAGE
STR BONUS.....+ 4
SKILL BONUS.....+ 0
TOTAL.....= 4

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	15	63	39	PER SETTING
H-T-H	18	63	40	2d10
Mace	24	63	43	4d10+14

Action Point Table

▲ *Opportunity Action*

Position Change	
▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

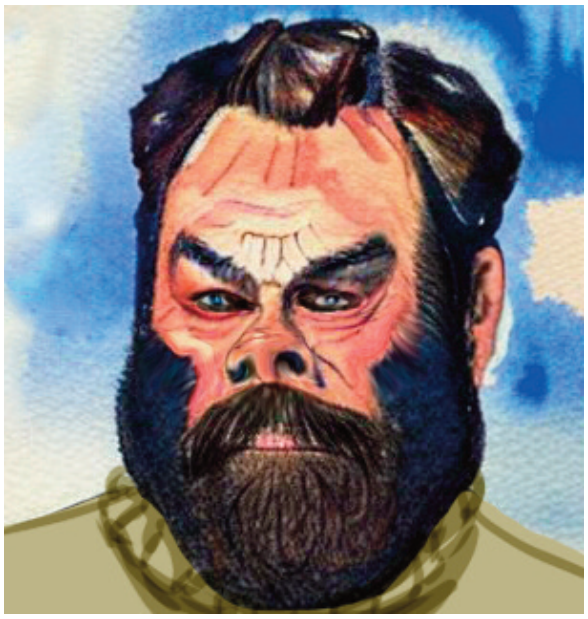
NAME	Borjer Machenn	AGE	33	STR	B	Top Skills	
SPECIES	P.O.B.	SEX	M	END	C	1. ST Eng, D	
Tellarite	tellar	HT	5'6	INT	C	2. LifeSuppTech E	
BRANCH		WT	210	DEX	D	3. WarpDrTech, E	
Engineering Minor MED		HAIR	Black	CHA	D	4. TPorterTech, E	
RANK	Lt. Commander	EYES	Blue	COOL	E	5. DefShTech, F	
CURRENT ASSIGNMENT		D.O.B.		LUC	H	...	
				PSI	F	Dept Head Y/(N)	Cmd School Y/(N)
						Contact Team Certified?	Y/(N) F

230101.01

Service Record

Honors

-



Assignments

9 Years Served

Cadet	Colonization
Term 1	Colonization
Term 2	Starbase 11
Term 3	USS Constitution
Term 4	(Current, 1yr in on 3)
Term 5	
Term 6	
Term 7	
Term 8	
Term 9	
Term 10	

Name Tawpa Arielliad

Homeworld Zarus

Childhood Utopia

Family Famous, ok

Parents Alive

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Transporter Op	INT
2. Shuttle Systems Tech	
3. Life Support Tech	

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/(N)/?	Y/(O)/T	Ht / Dis / N / Lk / (Lv) / Hr	(A)/P/E
(2)	Y/(N)/?	Y/(O)/T	Ht / Dis / N / Lk / (Lv) / Hr	(A)/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet Grad with Honors

Term
1 —
2 —
3 —
④
5
6
7
8
9
10

Lifepath

Academy Romance, Prob, apart for long time

Cadet —

Term
1 —
2 Health relapse
3 SB Staff owes favor
④
5
6
7
8
9
10

History and Notes

Tawpa's family is famous in many ways. Her sister, an Ambassador, was most recently seen at the Coridan Babel Conference as escorted aboard the USS Enterprise.

Tawpa's parents are homeworld media stars. Tawpa's other sister is a famous musician. Meanwhile Tawpa has been the family's "non-achiever"; graduating with standard honor; receiving no formal recognitions; climbed no great ranks and with no great assignments or personal achievements. (Nice family!)

Dreams and Directions

Tawpi may have found her place as a teacher. This last tour as a Teacher's Adjunct was thrilling. The sight of eager faces, hungry to learn about starship systems fed her soul.

Tawpa could have chosen another stint at the Academy right away, but wanted to roll the dice, as were, to see where she might land.

The Academy will always be there and she will always be welcome back as staff for her Exemplary performance.

250101.00

STARFLEET OFFICER RECORD

LT. TAWPA ARIELLIAD

NAME Tawpa Arielliad | AGE 34
SPECIES HUMAN | P.O.B. ZARUS | SEX F | HT 5'5 | WT 98 | HAIR YELLOW | EYES BLACK
RANK LT.
BRANCH ENGINEER
ASSIGNMENT
D.O.B. 230101.01

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE											
1st				■					■		
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY								Term Length	Efficiency	
1st				■				3	AV	- /
2nd					■			1	PO	- /
3rd							■	5	EX	- /
■ 4th								5		Current, 2rs in
5th										
6th										
7th										
8th										
9th										
10th										

Personal/Family Notes

CREDITS 8.57k

Awards, Honorifics and Notes

Cadet Cruise - /

STR	END	INT	DEX	CHA	COOL	LUC	PSI
65	62	70	60	65	60	22	02

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
62	46	65	42	46

Administration . . . 20	Demolitions	Medicine	ST Sensors . . . .
Anthrop	Disguise	. . . .	ST Services . . . .
. . . .	Ecology	Meteorology . . .	ST Weapon Ops . . .
Appraisal	Electronics 40	Negot/Diplomacy. . . .	ST Weapons Tech . 42
Archaeo Egyptology . 13	Enviosuit Ops . . . 27	Oceanography . . .	Stealth/Hide . . .
. . . .	Federation History . 10	Pers Wpn Tech . .	Streetwise 7
Art	Federation Law . . . 10	Philosophy	Survival . . . .
. . . .	Forgery	. . . .	. . . .
Astron/Atrophys . . 10	Gaming	Physics 27	Track/Evade. . . .
Biology	Gambling	Psych	Trade & Commerce. . . .
Botany	Geology	. . . .	Transporter Ops . . . 35
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech. . 25
Burglary	History	Seduction	Trivia . . . .
Carousing	. . . .	Shuttle Pilot	. . . .
Chemistry 13	Holotechnology . .	Shuttle Sys Tech . 20	Variable-G Ops . .
Combat	Instruction 44	Sm Equip Tech. . . 20	Vehicle Op . . . .
Archaic	Interrogation	Sm Unit Tactics . .	. . . .
Staff Armed . . . 10	Intimidate	Sports	Warp Drive Tech . . 43
H-T-H . . . 15	Lang Orion . 22	. . . .	Zoology . . . .
Modern . . . 25	. . . .	ST Cbt Tac/Str. . .	. . . .
Computer Op . . . 10	Law	ST Comm Proc . . .	. . . .
Computer Tech . .	. . . .	ST Comm Tech . . .	. . . .
Culture Orion . 14	Leadership 10	ST Engineering 55	. . . .
. . . .	Life Support Tech . 30	ST Helm	. . . .
Dmg Ctrl Proc . . . 10	Materials Science. . .	ST Navigation	. . . .
Def Shield Tech . . 42	Mechanics 15	ST Security 10	. . . .

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL / CURRENT	WOUND FATIGUE STUN	LUC Pool 22 NATURAL	PSI Vector 45	((INT+CHA+PSI)/3) rd
1		62			PSI Pool NATURAL	
2		CURRENT	ATTRIBUTE FATIGUE EFFECTS			
3		SAVE (END/2 rd) 31				
4		SAVE (END/4 rd) 15				
5		UNC (END/10 rd) 6				
6						
7						
8						
9						
10						

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 0
TOTAL.....= 1d10+3

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	25	60	42	PER SETTING
H-T-H	15	60	37	1d10+3
Staff	10	60	35	4d10+8

Action Point Table

▲ *Opportunity Action*

Position Change	
▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Tawpa Arielliad	AGE	34	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	F	END	D	1. ST Eng, D	
Human	Zarus	HT	5'5	INT	C	2. Instruction, E	
BRANCH	Engineering	WT	98	DEX	D	3. WarpDrTech, E	
RANK	Lieutenant	HAIR	Yellow	CHA	D	4. STWpnTech, E	
CURRENT ASSIGNMENT		EYES	Black	COOL	D	5. DefShTech, E	
		D.O.B.		LUC	G	...	
				PSI	H	Dept Head Y/(N)	Cmd School Y/(N)
						Contact Team Certified? Y/(N)	F

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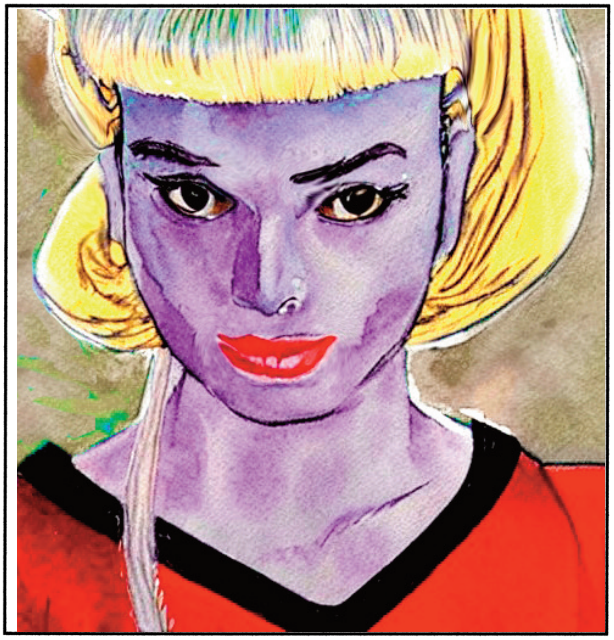
Service Record

Honors

Graduated with Honors



Assignments

11 Years Served

Cadet	Colonization
Term 1	Military
Term 2	Merchant Marine
Term 3	Academy Instructor
Term 4	(Current, 2yrs in on 5)
Term 5	
Term 6	
Term 7	
Term 8	
Term 9	
Term 10	

Name Jim Booker

Homeworld Mars, domes

Childhood Outskirts

Family Common

Parents Alive

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Transporter Op	END
2. Electronics	
3. Computer Tech	

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet —

Term 1 —
2 —
3 —
4 —
5 —
⑥
7
8
9
10

Lifepath

Academy Friend, Like kid sister

Cadet —

Term 1 —
2 Enemy, Relative, hates me, lost face
3 Romance, My Fam seeks split
4 Betrayed, Trusted Ally turns
5 —
⑥
7
8
9
10

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History and Notes

Never one to please his family, Jim's best move is as far away as possible. Indeed, his assignments have not failed to fulfill the need.

A competent all-arounder, Jim is well placed for Department Head or even Command School further down the lane.

Jim's variety of short term assignments, his expanse of skills and seemingly unique knack for pulling an engineering rabbit out of a hat with parts on hand always amazes his fellow crew to no end.

Dreams and Directions

If Jim's as good as people say, he's confident that his self-doubt is wrong about his talents.

Perhaps that's a product of Jim's martian upbringing: as things failed with few supplies, life could get very close to ending sometimes. This can make one very humble about one's self.

Starfleet could not have been a better choice, providing a long future ahead.

STARFLEET OFFICER RECORD

LT. JIM BOOKER

NAME	Jim Booker
SPECIES	HUMAN
P.O.B.	MARS
RANK	LT.
BRANCH	ENGINEER
ASSIGNMENT	
AGE	38
SEX	M
HT	6'3
WT	225
HAIR	BLACK
EYES	BROWN
D.O.B.	230101.01

CADET CRUISE	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st				■					■		
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY									Term Length	Efficiency	Awards, Honorifics and Notes
1st					■				4	AV	- /
2nd			■						3	AV	- /
3rd									2	AV	- /
4th				■					2	EX	- /
5th	■								2	AV	- / USS Republic
■ 6th									3		Current, 2yrs in
7th											
8th											
9th											
10th											

Personal/Family Notes

CREDITS 10k

Awards, Honorifics and Notes

Cadet Cruise - /

STR	END	INT	DEX	CHA	COOL	LUC	PSI
59	60	70	70	65	60	55	42

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
62	62	65	57	62

Administration . . . 10	Demolitions	Medicine	ST Sensors . . . .
Anthrop	Disguise	. . . .	ST Services . . . .
. . . .	Ecology	Meteorology . . .	ST Weapon Ops . . . 15
Appraisal	Electronics 24	Negot/Diplomacy. . . .	ST Weapons Tech . . . .
Archaeo Earth . 5	Enviosuit Ops . . . 10	Oceanography . . .	Stealth/Hide . . . .
. . . .	Federation History . 10	Pers Wpn Tech . . 41	Streetwise . . . .
Art Space Guitar . 11	Federation Law . . . 10	Philosophy	Survival . . . .
. . . .	Forgery	. . . .	. . . .
Astron/Atrophys . . 28	Gaming 14	Physics 31	Track/Evade. . . . .
Biology	Gambling	Psych	Trade & Commerce. . . .
Botany	Geology	. . . .	Transporter Ops . . . 24
Bribery	Hvy Wpns Op/Tech . 27	Scrounge 41	Transporter Tech. . 40
Burglary	History	Seduction	Trivia . . . .
Carousing 18	. . . .	Shuttle Pilot	. . . .
Chemistry	Holotechnology . .	Shuttle Sys Tech	Variable-G Ops . . .
Combat	Instruction 10	Sm Equip Tech. . . 29	Vehicle Op . . . .
Archaic	Interrogation	Sm Unit Tactics . .	. . . .
Baton Armed . . . 10	Intimidate	Sports Track & Field . 14	Warp Drive Tech . . 30
H-T-H . . . 15	Lang Klingon . 10	. . . .	Zoology . . . . .
Modern . . . 25	. . . .	ST Cbt Tac/Str. . . .	. . . .
Computer Op . . . 10	Law	ST Comm Proc	. . . .
Computer Tech . . 22	. . . .	ST Comm Tech	. . . .
Culture	Leadership 10	ST Engineering 40	. . . .
. . . .	Life Support Tech . 32	ST Helm	. . . .
Dmg Ctrl Proc . . . 10	Materials Science. . .	ST Navigation	. . . .
Def Shield Tech . . 31	Mechanics 25	ST Security 10	. . . .

ACTION POINTS
1
2
3
4
5
6
7
8
9
10
11

UNCONSCIOUS SAVES

NATURAL	CURRENT	SAVE (END/2 rd)	SAVE (END/4 rd)	UNC (END/10 rd)
60		30	15	6

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool 55 NATURAL

PSI Vector 59

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 0
TOTAL.....= 1d10+3

WEAPON DAMAGE
STR BONUS.....+ 2
SKILL BONUS.....+ 0
TOTAL.....= 2

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	25	70	47	PER SETTING
H-T-H	15	70	42	1d10+3
Baton	10	70	40	2d10+2

Action Point Table

▲ *Opportunity Action*

Position Change	
▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME Jim Booker	AGE 38	STR D	Top Skills		
SPECIES Human	SEX M	END D	1. PersWpnTech, E		
P.O.B. Mars	HT 6'3	INT C	2. Scrounge, E		
BRANCH Engineering	WT 225	DEX C	3. ST Eng, E		
RANK Lieutenant	HAIR Black	CHA D	4. TPorterTech, E		
CURRENT ASSIGNMENT	EYES Brown	COOL D	5. LifeSupTech, F		
	D.O.B.	LUC D	...		
		PSI E	Dept Head Y/(N)	Cmd School Y/(N)	
			Contact Team Certified?	Y/F (N)	

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Service Record

Honors

-

Assignments

15 Years Served

Cadet	Military
Term 1	Merchant Marine
Term 2	Exploration
Term 3	Exploration
Term 4	Military
Term 5	USS Republic
Term 6	(Current, 2yrs in on 3)
Term 7	
Term 8	
Term 9	
Term 10	

Name Jasmin Greene

Homeworld Fringe, domes

Childhood Restricted

Family Common, Vanished

Parents In hiding

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Gambling	DEX
2. Gaming	
3. Culture, Klingon	

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	(Y)/N/?	Y/(O)/T	Ht / Dis / N / (Lk) / Lv / Hr	A/(P)/E
2.	Y/(N)/?	Y/(O)/T	Ht / Dis / N / (Lk) / Lv / Hr	A/(P)/E
(3)	(Y)/N/?	(Y)/O/T	Ht / Dis / N / Lk / (Lv) / Hr	A/(P)/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet —

Term
1 —
2 Legion of Honor, 1st Class
3 SF Dec for Gallantry
4 —
5 —
6 —
7 —
8 —
9 —
10 —
11 Silver Palms
12 —
(13)

Lifepath

Academy Enemy, Ex-love, hates me for refusal

Cadet Windfall, 9kcr

Term
1 —
2 —
3 —
4 —
5 Romance, Happy
6 —
7 Friend, Like grandfather
8 Brig
9 Lost 600cr
10 —
11 —
12 Friend, Colleague
(13)

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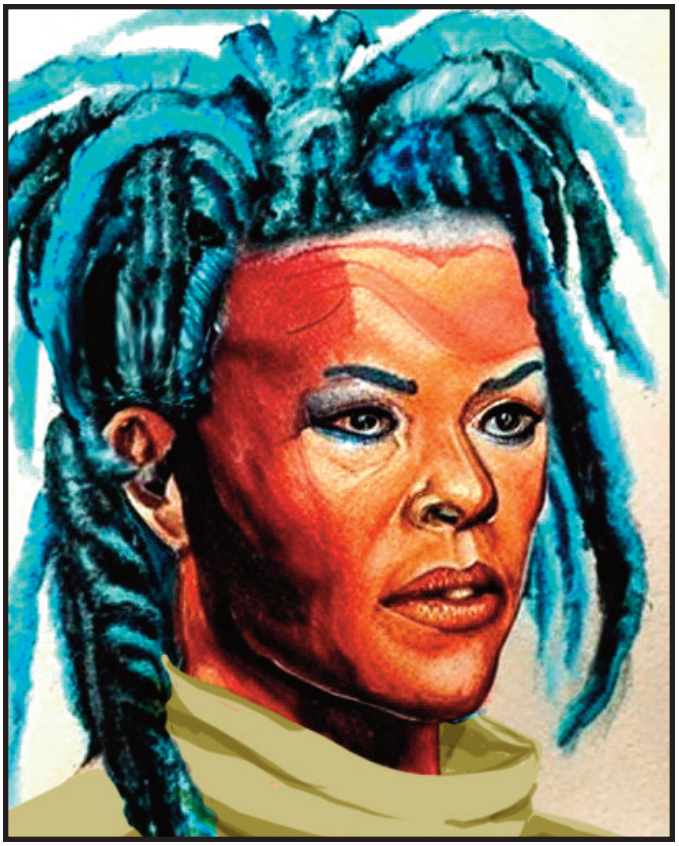

History and Notes

40yrs in with 3 more years on the current term. May as well see how that pans out to decide on retirement There are still eight more years after this term until Mandatory to conclude debate.

And what a storied career with many great successes, greatest of which being the Legion of Honor, no doubts. That it was earned fighting the Klingons nearly 20yrs before the Four Year War, it was always a regret that he wasn't assigned to the Military again.

Dreams and Directions

It's been 24yrs of happy marriage so far. With next year's celebration in mind, request for extended leave has already been submitted and granted .

A six-month sabbatical will tell what is ahead. In some ways, the years flew. In other ways, every single moment has been an eternity unto itself these past decades.

STARFLEET OFFICER RECORD

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE											
1st								■			
2nd								■			
3rd											
4th											
5th											
6th											

ACTIVE DUTY											
1st				■							
2nd				■							
3rd					■						
4th					■						
5th		■									
6th		■									
7th	D										
8th					■						
9th					■						
10th		■									

NAME Jasmin Greene
AGE 64
SPECIES HUMAN
P.O.B. COCHRANE II
SEX F
HT 5'8
RANK ADMIRAL
WT 120
BRANCH COMM
HAIR BLUE
ASSIGNMENT MINOR ENG
EYES BLUE
D.O.B.
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Personal/Family Notes

CREDITS 109.2k

Term Length	Efficiency	Awards, Honorifics and Notes
		Cadet Cruise - / SB 3
2	OU	- /
4	AV	Legion of Honor, 1st Class /
3	AV	SF Dec for Gallantry /
5	AV	- /
2	AV	- / USS Constitution
3	AV	- / USS Constellation
1	-	- /
5	AV	- /
4	EX	- /
5	AV	Silver Palms / Republic // T11 - 4yrs, EXPLOR, AV // T12 1yr, MIL T13 Current, 1yr on 4

STR	END	INT	DEX	CHA	COOL	LUC	PSI
51	-3 /96 60-3 Aging 57	75	58	70	65	60	44

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
67	67	70	58	67

Administration . . . 55	Demolitions	Medicine	ST Sensors 34
Anthrop	Disguise	. . . .	ST Services 10
. . . .	Ecology 7	Meteorology	ST Weapon Ops . . . .
Appraisal	Electronics 29	Negot/Diplomacy. 15	ST Weapons Tech . . . .
Archaeo	Enviosuit Ops . . . 5	Oceanography	Stealth/Hide . . . .
. . . .	Federation History . 18	Pers Wpn Tech	Streetwise 20
Art	Federation Law . . . 10	Philosophy	Survival . . . .
. . . .	Forgery	. . . .	. . . .
Astron/Atrophys . . 56	Gaming	Physics 10	Track/Evade. . . . .
Biology	Gambling 24	Psych	Trade & Commerce. . . .
Botany	Geology	. . . .	Transporter Ops . . . 24
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech. . . .
Burglary	History	Seduction	Trivia Scuttlebutt. 65
Carousing 82	. . . .	Shuttle Pilot	. . . .
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops . . . .
Combat	Instruction 18	Sm Equip Tech. . . 15	Vehicle Op . . . .
Archaic	Interrogation 24	Sm Unit Tactics	. . . .
Baton Armed . . . 10	Intimidate	Sports	Warp Drive Tech . . 15
H-T-H . . . 30	Lang Orion . 74	. . . .	Zoology . . . . .
Modern . . . 15	. . . .	ST Cbt Tac/Str. . . .	. . . .
Computer Op . . . 23	Law	ST Comm Proc . . . 59	. . . .
Computer Tech . . 11	. . . .	ST Comm Tech . . . 56	. . . .
Culture Klingon . 9	Leadership 55	ST Engineering 20	. . . .
. . . .	Life Support Tech . 10	ST Helm	. . . .
Dmg Ctrl Proc . . . 40	Materials Science. . .	ST Navigation	. . . .
Def Shield Tech . . 7	Mechanics 7	ST Security 10	. . . .

ADMIRAL JASMIN GREENE

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL / CURRENT	WOUND FATIGUE STUN	LUC Pool 60 NATURAL	PSI Vector 63	((INT+CHA+PSI)/3) rd
1		57				
2		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
3		SAVE (END/2 rd) 28				
4		SAVE (END/4 rd) 14				
5		UNC (END/10 rd) 5				
6						
7						
8						
9						

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 1
TOTAL.....= 1d10+4

WEAPON DAMAGE
STR BONUS.....+ 2
SKILL BONUS.....+ 0
TOTAL.....= 2

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	15	58		PER SETTING
H-T-H	30	58		1d10+4
Baton	10	58		2d10+2

Action Point Table

▲ *Opportunity Action*

Position Change	
▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Jasmin Greene	AGE	64	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	F	END	D	1. Carousing, C	
Human	Cochrane II	HT	5'8	INT	C	2. Trv, Scuttlebutt, D	
BRANCH		WT	120	DEX	D	3. ST CommProc, D	
Comm Minor ENG		HAIR	Blue	CHA	C	4. STCommTech, D	
RANK	Admiral	EYES	Blue	COOL	D	5. Leadership, D	
CURRENT ASSIGNMENT		D.O.B.		LUC	D	...	
				PSI	E	Dept Head Y/N	Cmd School Y/N
						Contact Team Certified?	Y/N

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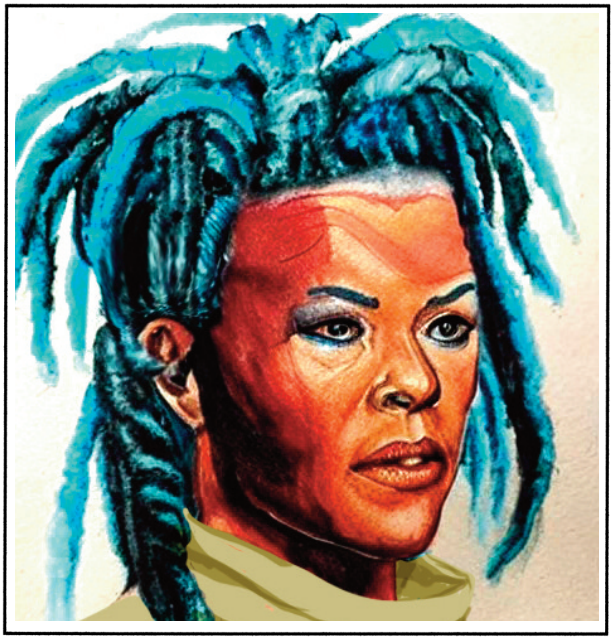
Service Record

Honors

Legion of Honor, 1st Class
SF Decoration for Gallantry
Silver Palms



Assignments

40 Years Served

Cadet	Starbase 3
Term 1	Military
Term 2	Military
Term 3	Merchant Marine
Term 4	Colonization
Term 5	USS Constitution
Term 6	USS Constellation
Term 7	Department Head School
Term 8	Colonization
Term 9	Merchant Marine
Term 10	USS Republic / T11: Exploration / T12: Military / T13: (Current, 1yr in on 4)

Name Stam

Homeworld Vulcan

Childhood Lg City

Family Scientists, Ok

Parents Alive

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. ST Comm Proc	COOL
2. Leadership	
3. Electronics	

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	(Y)/N/?	(Y)/O/T	Ht / Dis / (N) / Lk / Lv / Hr	A/P/(E)
(2)	(Y)/N/?	(Y)/O/T	Ht / Dis / (N) / Lk / Lv / Hr	A/P/(E)
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet —

Term
1 —
2 —
3 —
4 Prantares Ribbon of Excellence
5 SF Dec for Consp. Gallantry
6 —
7 —
8 —
(9)
10

Lifepath

Academy Mentor, Trade & Commerce +15

Cadet Pon-far, yo!

Term
1 Romance, Acceptable terms
2 Friend, former enemy
3 Enemy, SB Staff, distrust them, lost face
4 Health relapse
5 —
6 Friend, former lover
7 —
8 —
(9)
10

250101.00

History and Notes

The life of a Vulcan away from home amongst outworlders is even more difficult than when among other Vulcans for the strict disciplines that must be ever maintained even more tightly.

It can be viewed in positive light that so many Vulcans have been able to bear the emotional strains of interactions and achieve the higher ranks. However, this is simply the IDIC in motion. To be one with IDIC is to be one with the universe. This is success.

Dreams and Directions

That a Doctorate has not yet been achieved in ST Comm Procedures, nor a Master's in Leadership are grave oversights to be immediately addressed with disciplined learning.

STARFLEET OFFICER RECORD

COMMODORE STAM

NAME	Stam		AGE	56
SPECIES	P.O.B.		SEX	M
Vulcanian	Vulcan		HT	5'10
RANK	Commodore		WT	170
BRANCH	Comm		HAIR	Grey
ASSIGNMENT	Minor Med		EYES	Green
			D.O.B.	230101.01

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE											
1st					■				■		
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY									Term Length	Efficiency	Awards, Honorifics and Notes
1st		■							4	PO	- / USS Intrepid, 2yr Shakedown Cruise + 2yrs Maiden Voyage
2nd						■			5	AV	- / SB 7
3rd				■					5	AV	- /
4th		■							3	AV	Prantares Ribbon of Excellence / USS Intrepid
5th					■				5	EX	SF Dec for Conspicuous Gallantry
6th	D								1	-	- /
7th					■				4	AV	- /
8th						■			3	EX	- /
■ 9th									2		Current, Just starting
10th											

Personal/Family Notes

CREDITS 180k

Cadet Cruise - /

STR	END	INT	DEX	CHA	COOL	LUC	PSI
86	71	85	60	70	89	45	00

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
Vulcans -10	Vulcans +10	Vulcans+10	Vulcans+10	Vulcans+10
69	75	97	68	75

Administration	55	Demolitions		Medicine Vulcan	20	ST Sensors	46
Anthrop		Disguise		Human	16	ST Services	25
		Ecology		Meteorology		ST Weapon Ops	
Appraisal		Electronics	39	Negot/Diplomacy	60	ST Weapons Tech	
Archaeo		Enviosuit Ops	5	Oceanography		Stealth/Hide	
		Federation History	27	Pers Wpn Tech		Streetwise	5
Art Vulcan Lute	15	Federation Law	10	Philosophy		Survival	
		Forgery					
Astron/Atrophys	15	Gaming	52	Physics	25	Track/Evade	
Biology	7	Gambling		Psych Human	20	Trade & Commerce	15
Botany		Geology				Transporter Ops	27
Bribery		Hvy Wpns Op/Tech		Scrounge		Transporter Tech	
Burglary		History		Seduction		Trivia	
Carousing	50			Shuttle Pilot			
Chemistry	1	Holotechnology		Shuttle Sys Tech		Variable-G Ops	
Combat		Instruction	20	Sm Equip Tech	25	Vehicle Op	
Archaic		Interrogation		Sm Unit Tactics			
Ahn-Woon Armed	10	Intimidate		Sports Vulcan dodge ball	10	Warp Drive Tech	
H-T-H	15	Lang Andorian	40			Zoology	
Modern	15	Tellarite	33	ST Cbt Tac/Str			
Computer Op	10	Law		ST Comm Proc	79		
Computer Tech	6			ST Comm Tech	64		
Culture Earth	24	Leadership	41	ST Engineering			
		Life Support Tech	19	ST Helm			
Dmg Ctrl Proc	61	Materials Science		ST Navigation			
Def Shield Tech		Mechanics		ST Security	10		

ACTION POINTS
1
2
3
4
5
6
7
8
9
10
11

UNCONSCIOUS SAVES

NATURAL	71
CURRENT	
SAVE (END/2 rd)	35
SAVE (END/4 rd)	17
UNC (END/10 rd)	7

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool 45 NATURAL

PSI Vector 85

PSI Pool 85 NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 2d10
SKILL BONUS.....+ 0
TOTAL.....= 2d10

WEAPON DAMAGE
STR BONUS.....+ 4
SKILL BONUS.....+ 0
TOTAL.....= 4

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	15	60		PER SETTING
H-T-H	15	60		2d10
Ahn-Woon	10	60		1d10+9

Action Point Table

*Opportunity Action

Position Change	
Turn in Place	1
Stand-to-Sit or reverse	1
Stand-to-Kneel or reverse	1
Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
Short Communication	1
Draw and Ready Device	2
Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
Quick-Draw and Fire	3
Fire Ready Weapon	1
Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
Attack	min. 3
Parry/Defend	min. 2
Dodge	min. 3
Duck Thrown Weapon	2
Hide in Same Square	1
Hide in Adjacent Square	4
Roll Sideways	2
Drop-to-Ready	1
Drop-to-Prone	0
Dive to Prone	2
Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Stam	AGE	56	STR	B	Top Skills	
SPECIES	P.O.B.	SEX	M	END	C	1. STCommProc, C	
Vulcan	Vulcan	HT	5'10	INT	B	2. STCommTech, D	
BRANCH		WT	170	DEX	D	3. Negot/Diplo, D	
Comm	Minor MED	HAIR	Grey	CHA	C	4. DmgCtrlProc, D	
RANK	Commodore	EYES	Green	COOL	B	5. Gaming, D	
CURRENT ASSIGNMENT		D.O.B.		LUC	E	...	
				PSI	A	Dept Head Y/N: Y	Cmd School Y/N: N
						Contact Team Certified? Y/F/N: N	

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Service Record

Honors

Prantares Ribbon for Heroism
SF Dec for Conspicuous Gallantry

Assignments

30 Years Served

Cadet	Colonization
Term 1	USS Intrepid
Term 2	Starbase 7
Term 3	Military
Term 4	USS Intrepid
Term 5	Colonization
Term 6	Department Head School
Term 7	Colonization
Term 8	Merchant Marine
Term 9	(Current, Just starting on 2yrs)
Term 10	

Name Lonn Tinggel

Homeworld Tellar

Childhood Utopia

Family Common, Ok

Parents Deceased, Never knew

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Admin	CHA
2. Computer Op	
3. Leadership	

Siblings	LIVING	AGE	FEELINGS	STAND-ING
①	Ⓨ/N/?	Y/Ⓞ/T	Ht / Ⓓis / N / Lk / Lv / Hr	A/P/Ⓔ
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet —

Term
1 —
2 —
3 Purple Heart, Serious, -3 STR
4 —
5 Legion of Honor, 1st Class
6 —
7 —
8 —
⑨
10

Lifepath

Academy —

Cadet Friend, Former lover

Term
1 Enemy, Planet Official, hate them, foiled plans!
2 Friend, Relative
3 Enemy, Planet Official, hate them, harmed me, PHeart
4 Friend in SF Command
5 Friend, Like big brother
6 Friend, Like a father
7 Call on Locals for favor
8 —
⑨
10

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History and Notes

While there are numbers of Legion of Honor inductees across the service, the rarest of rare is the honoree who earns it while serving at the Academy!

A regular field trip to the Pluto Interstellar Array ended with Lonn herding the class from failing compartment to failing compartment back to their shuttle while personally carrying three successive students from where they had fallen unconscious with oxygen deficit, all while wearing a leaking enviosuit. No lives were lost.

Dreams and Directions

While a thoroughly average officer in every way, Lonn is friend to all he meets and may call on many for advice and pleasant reminisces.

Having achieved the Captaincy for a Comm Officer means far fewer field assignments and more and more desk work, Consequently, Lonn is looking to focus on Starbase duty overseeing the entire Communications staff or go back to the Academy. Boosting that bachelor;s of Instruction to a Master's would not take too-too long with some focus applied.

STARFLEET OFFICER RECORD

CAPTAIN LONN TINGGEL

NAME Lonn Tinggel | AGE 51
SPECIES TELLARITE | P.O.B. FINLORRA | SEX M | HT 5'6 | WT 200
RANK CAPTAIN | HAIR BROWN
BRANCH COMM | EYES RED
ASSIGNMENT | D.O.B.

230101.01

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE	
1st	
2nd	
3rd	
4th	
5th	
6th	

Personal/Family Notes

CREDITS 95.2k

ACTIVE DUTY		Term	Length	Efficiency	Awards, Honorifics and Notes
1st		3	AV		Cadet Cruise - /
2nd		3	AV		- /
3rd		4	AV		P.Heart, Serious, STR -3 / USS Enterprise
4th		5	AV		- /
5th		4	AV		Legion of Honor, 1st Class
6th	D	1	-		
7th		4	AV		- /
8th		3	PO		- /
■9th		2			Current 1yr in
10th					

STR	END	INT	DEX	CHA	COOL	LUC	PSI
69/66 66 -3 Serious	70	70	51	65	39	39	25

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
Tellarites -15 37	54	54	54	54

Administration 37	Demolitions	Medicine	ST Sensors 28
Anthrop	Disguise		ST Services 15
	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics 7	Negot/Diplomacy 41	ST Weapons Tech
Archaeo Tellar 8	Enviosuit Ops	Oceanography 9	Stealth/Hide
	Federation History 10	Pers Wpn Tech	Streetwise
Art	Federation Law 10	Philosophy	Survival Arctic 9
	Forgery		
Astron/Atrophys 22	Gaming	Physics 23	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology 9		Transporter Ops 16
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing 25		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction 45	Sm Equip Tech 30	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	
Warhammer Armed 10	Intimidate	Sports Tellar Ball 10	Warp Drive Tech
H-T-H 15	Lang Klingon 68		Zoology
Modern 15		ST Cbt Tac/Str	
Computer Op 24	Law	ST Comm Proc 53	
Computer Tech		ST Comm Tech 62	
Culture	Leadership 30	ST Engineering	
	Life Support Tech	ST Helm	
Dmg Ctrl Proc 6	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security 10	

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL / CURRENT	WOUND FATIGUE STUN	LUC Pool 39 NATURAL	PSI Vector 53	((INT+CHA+PSI)/3) rd
1		70				
2			ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
3		SAVE (END/2 rd) 35				
4		SAVE (END/4 rd) 17				
5		UNC (END/10 rd) 7				
6						
7						
8						
9						

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 0
TOTAL.....= 1d10+3

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	15	51	33	PER SETTING
H-T-H	15	51	33	1d10+3
Warhammer	10	51	30	4d10+13

Action Point Table

▲ *Opportunity Action*

Position Change	
▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME Lonn Tinggel	AGE 51	STR D	Top Skills		
SPECIES Tellarite	SEX M	END C	1. STCommTech, D		
P.O.B. Tellar	HT 5'6	INT C	2. STCommProc, D		
BRANCH Communications	WT 200	DEX D	3. Negot/Diplo, E		
RANK Captain	HAIR Brown	CHA D	4. Instruction, E		
CURRENT ASSIGNMENT	EYES Red	COOL F	5. Admin, F		
	D.O.B.	LUC F	...		
		PSI F	Dept Head Y/N	Cmd School Y/N	
			Contact Team Certified?	Y/N	F

230101.01

Service Record

Honors

Purple Heart
Legion of Honor, 1st Class

Assignments

28 Years Served

Cadet	Colonization
Term 1	Merchant Marine
Term 2	Exploration
Term 3	USS Enterprise
Term 4	Colonization
Term 5	Academy Instructor
Term 6	Department Head School
Term 7	Military
Term 8	Military
Term 9	(Current, 1yr in on 2)
Term 10	

Name Kaarn Chioov

Homeworld S.S. K-4

Childhood Restricted Zones

Family Merchants, Ok

Parents Separated, Alive

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Damage Control Proc	DEX
2. Personal Weapon Tech	
3. Survival Desert	

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet — Karagite Order of Heroism

Four Year War Veteran, 4th year

Term
1 —
2 —
3 —
4 SF Citation for Valor
5 —
6 Reprimand!
7
8
9
10

Lifepath

Academy — Friend, Mentor

Cadet — Windfall 10kcr!

Term
1 Enemy, Underling, mutual, foiled plans
2 Civilian Friend, Local base
3 —
4 —
5 Trainer, +2 DEX
6 En: Underling, hates me, major humil.
7
8
9
10

250101.00

History and Notes

It doesn't matter how good you are or ever were when all it takes is one reprimand to wash it all away.

Fortunately, Chioov was only incidentally involved or might have lost rank as well! The two most responsible were court-martialed, dishonorably discharged and sent to a penal colony for 15yrs each. Ultimately it was the division Captain who took the fall. Little comfort when your career has been tarnished, possibly beyond repair. This new term will be the determining factor.

Dreams and Directions

Eight years of Starship duty, Department School and a walk straight into a reprimand. To say this has changed all bets is an understatement .

What was a sure future now turns to batoning down for storms, if not seeking other ports of harbor entirely.

It might have been better to be cast out as the others were than remain and suffer the slings and arrows of further misfortunes.

STARFLEET OFFICER RECORD

NAME Dr. Kaarn Chioov DEng AGE 58
SPECIES ANDORIAN P.O.B. S.S. K-4 SEX M
RANK COMMANDER HT 6'0
BRANCH COMM WT 185
ASSIGNMENT HAIR BALD
EYES BLUE
D.O.B. 230101.01

COMMANDER, DR. KAARN CHIOOV, DENG

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE											
1st		■							■		
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY											
1st					■						
2nd					■						
3rd		■									
4th		■									
5th	D										
6th							■				
■ 7th											
8th											
9th											
10th											

Term Length	Efficiency	
4	OU	- /
3	AV	- /
3	OU	- / USS Excalibur
5	EX	SF Citation for Valor / USS Farragut
1	-	- /
5	PO	REPRIMAND! / SB 3
2		Current, just starting

Personal/Family Notes
Four year War vet, the last year.

CREDITS 94k

Awards, Honorifics and Notes
Cadet Cruise | Karagite Order of Heroism / USS Potemkin

STR	END	INT	DEX	CHA	COOL	LUC	PSI
62	60	70	68/ 70 Trainer +2	70	70	47	06

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
70	Andorians+10 68	Andorians+10 80	53	58

Administration . . . 26	Demolitions	Medicine	ST Sensors 47
Anthrop	Disguise	. . . .	ST Services 25
. . . .	Ecology	Meteorology . . .	ST Weapon Ops . . .
Appraisal	Electronics 81	Negot/Diplomacy. 27	ST Weapons Tech .
Archaeo	Enviosuit Ops . . .	Oceanography . . .	Stealth/Hide . . .
. . . .	Federation History . 10	Pers Wpn Tech . . 21	Streetwise 30
Art Cooking . 19	Federation Law . . . 18	Philosophy	Survival desert. 13
. . . .	Forgery	. . . .	. . . .
Astron/Atrophys . . 16	Gaming 32	Physics 19	Track/Evade. . . . .
Biology	Gambling	Psych	Trade & Commerce.
Botany	Geology	. . . .	Transporter Ops . . . 19
Bribery	Hvy Wpns Op/Tech .	Scrounge	Transporter Tech. .
Burglary	History	Seduction	Trivia . . . .
Carousing 41	. . . .	Shuttle Pilot	. . . .
Chemistry 10	Holotechnology . .	Shuttle Sys Tech .	Variable-G Ops . .
Combat	Instruction 10	Sm Equip Tech. . . 34	Vehicle Op . . . .
Archaic . . .	Interrogation	Sm Unit Tactics . .	. . . .
Sword Armed . . . 10	Intimidate	Sports	Warp Drive Tech . .
H-T-H . . . 25	Lang Orion . 60	. . . .	Zoology . . . . .
Modern . . . 25	Tellarite . 25	ST Cbt Tac/Str. . .	. . . .
Computer Op . . . 10	Law	ST Comm Proc . . . 49	. . . .
Computer Tech . . 43	. . . .	ST Comm Tech . . . 43	. . . .
Culture	Leadership 19	ST Engineering	. . . .
. . . .	Life Support Tech .	ST Helm	. . . .
Dmg Ctrl Proc . . . 59	Materials Science. .	ST Navigation	. . . .
Def Shield Tech . .	Mechanics	ST Security 10	. . . .

ACTION POINTS
1
2
3
4
5
6
7
8
9
10

UNCONSCIOUS SAVES

NATURAL	WOUND	FATIGUE	STUN
60			
CURRENT			

ATTRIBUTE FATIGUE EFFECTS

SAVE (END/2 rd)	SAVE (END/4 rd)	UNC (END/10 rd)
30	15	6

LUC Pool 47 NATURAL

PSI Vector 48

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 1
TOTAL.....= 1d10+4

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

(SKILL + DEX)/2=TOHIT			DMG
Modern	25	70	47 PER SETTING
H-T-H	25	70	47 1d10+4
Sword	10	70	40 4d10+3

Action Point Table *Opportunity Action*

Position Change	
Turn in Place	1
Stand-to-Sit or reverse	1
Stand-to-Kneel or reverse	1
Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
Short Communication	1
Draw and Ready Device	2
Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
Quick-Draw and Fire	3
Fire Ready Weapon	1
Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
Attack	min. 3
Parry/Defend	min. 2
Dodge	min. 3
Duck Thrown Weapon	2
Hide in Same Square	1
Hide in Adjacent Square	4
Roll Sideways	2
Drop-to-Ready	1
Drop-to-Prone	0
Dive to Prone	2
Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME Dr. Kaarn Chioov, DEng

SPECIES Andorian

P.O.B. S.S. K-4

BRANCH Communications

RANK Commander

CURRENT ASSIGNMENT

AGE	58
SEX	M
HT	6'0
WT	185
HAIR	Bald
EYES	Blue
D.O.B.	

STR	D
END	D
INT	C
DEX	D
CHA	C
COOL	C
LUC	E
PSI	H

Top Skills

1. Electronics, B
2. DmgCtrlProc, D
3. STCommProc, E
4. ST Sensors, E
5. STCommTech E

...

Dept Head (Y) / N

Cmd School Y / (N)

Contact Team Certified? Y / (F) / N

230101.01

Service Record

Honors

Karagite Order of Heroism
Klingon Four Year War Veteran, Yr: 4
SF Citation for Valor
REPRIMAND

Assignments 21 Years Served

Cadet	USS Potemkin
Term 1	Merchant Marine
Term 2	Merchant Marine
Term 3	USS Excalibur
Term 4	USS Farragut
Term 5	Department Head School
Term 6	Starbase 3
Term 7	(Current, Just starting on 2yrs)
Term 8	
Term 9	
Term 10	

Name Harold Thorne

Homeworld Starbase 15

Childhood Large City

Family Law Enforcement

Parents Separated, Alive

Personal Notes and Lifepath

Areas of Improvement

	Skills	Attribute
1.	Shuttle Systems Tech	COOL
2.	Gaming	
3.	Carousing	

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet Graduated Honors

SF Dec for Gallantry

Term
1 —
2 —
3 —
4 Purple Heart,Serious, DEX -3
5
6
7
8
9
10

Lifepath

Academy Enemy, Boss, hates me, loss of lover

Cadet Enemy, Ex-Lover, hates me, romantic rival

Term
1 Rom, Probs, Love's friends seek split
2 —
3 Rom, Probs, Rivalry, conflicting goals
4 Enemy, Childhood rival, harmed me P.H.!
5
6
7
8
9
10

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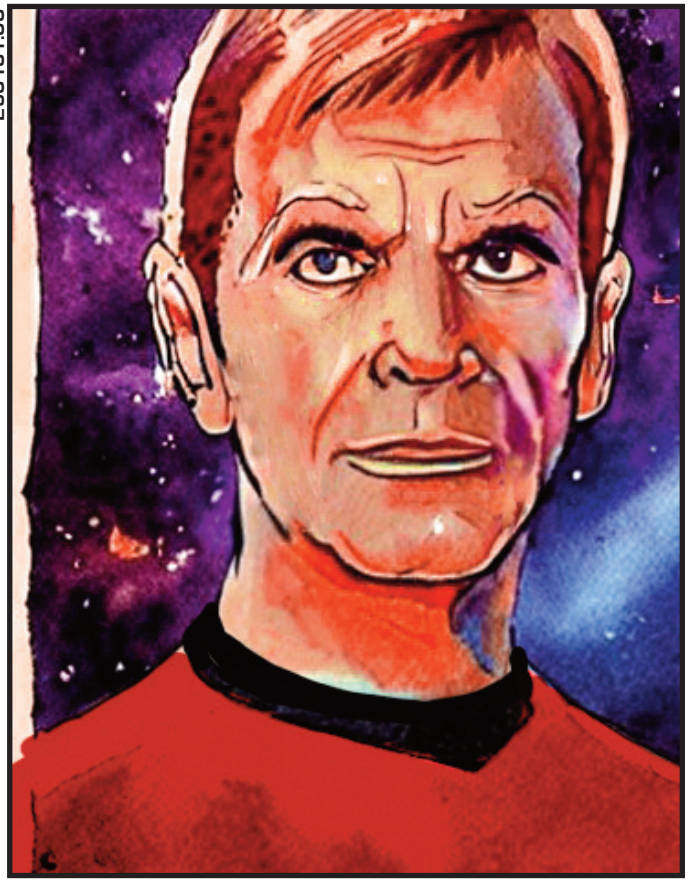

History and Notes

Graduating with Honors with a Decoration for Gallantry on the Cadet Cruise, Harold started well.

However with a scattering of common assignments over numerous years, Harold has failed to differentiate himself from the crowd.

"Competent, but mundane" would read one Captain's biting report "lacking gifted insight". Ouch.

Dreams and Directions

Nineteen years of service and Harold has not seen any particular action, nor found the same thrill or allure that others have in the adventure of Starfleet service. He has certainly seen some of the dangers!

With 3yrs left on this term, perhaps some thinking is in order about a career change. With some more work on his Orion and Klingon, he could get a private industry job along the borders whether translating or maintaining equipment.

STARFLEET OFFICER RECORD

LT. CMDR HAROLD THORNE

NAME	Harold Thorne	AGE	42
SPECIES	P.O.B.	SEX	M
Human	Starbase 15	HT	6'1
RANK	Lt. Cmdr	WT	175
BRANCH	Comm	HAIR	Auburn
ASSIGNMENT		EYES	Hasel
		D.O.B.	230101.01

CADET CRUISE	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st					■					■	
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY						Term Length	Efficiency	Cadet Cruise / SF Dec for Gallantry / Awards, Honorifics and Notes
1st	■					5	AV	- / USS Potemkin
2nd			■			4	AV	- /
3rd				■		3	AV	- /
4th		■				5	AV	PH: Serious DEX -3 /
■5th						5		Current, 2yrs in
6th								
7th								
8th								
9th								
10th								

Personal/Family Notes

CREDITS 43.2k

STR	END	INT	DEX	CHA	COOL	LUC	PSI
52	70	70	63/60 -3 Serious 60	65	59	67	53

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
62	68	64	68	68

Administration . . . 16	Demolitions	Medicine	ST Sensors 35
Anthrop	Disguise	. . . .	ST Services 44
. . . .	Ecology 8	Meteorology	ST Weapon Ops . . . .
Appraisal	Electronics 31	Negot/Diplomacy. 31	ST Weapons Tech . . . .
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide . . . .
. . . .	Federation History . 10	Pers Wpn Tech	Streetwise 7
Art Fashion . 12	Federation Law . . . 12	Philosophy	Survival . . . .
. . . .	Forgery	. . . .	. . . .
Astron/Atrophys . . 23	Gaming 15	Physics 25	Track/Evade. . . . .
Biology	Gambling	Psych	Trade & Commerce. . . .
Botany	Geology	. . . .	Transporter Ops . . . 29
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech. . . .
Burglary	History	Seduction	Trivia . . . .
Carousing 17	. . . .	Shuttle Pilot	. . . .
Chemistry	Holotechnology	Shuttle Sys Tech . 20	Variable-G Ops . . . .
Combat	Instruction 26	Sm Equip Tech. . . 10	Vehicle Op Grav. 12
Archaic	Interrogation	Sm Unit Tactics	. . . .
Staff Armed . . . 10	Intimidate	Sports	Warp Drive Tech . . . .
H-T-H . . . 23	Lang K'Zin . 18	. . . .	Zoology . . . . .
Modern . . . 35	Klingon . 25	ST Cbt Tac/Str. . . .	**Lang** Orion . 35
Computer Op . . . 10	Law	ST Comm Proc . . . 46	. . . .
Computer Tech	. . . .	ST Comm Tech . . . 38	. . . .
Culture	Leadership 20	ST Engineering	. . . .
. . . .	Life Support Tech	ST Helm	. . . .
Dmg Ctrl Proc . . . 34	Materials Science. . . .	ST Navigation	. . . .
Def Shield Tech	Mechanics	ST Security 10	. . . .

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL / CURRENT	WOUND FATIGUE STUN	LUC Pool 67 NATURAL	PSI Vector 62	((INT+CHA+PSI)/3) rd
1		70				
2			ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
3		SAVE (END/2 rd) 35				
4		SAVE (END/4 rd) 17				
5		UNC (END/10 rd) 7				
6						
7						
8						
9						
10						

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 1
TOTAL.....= 1d10+4

WEAPON DAMAGE
STR BONUS.....+ 2
SKILL BONUS.....+ 0
TOTAL.....= 2

TO HIT TABLE
(SKILL + DEX)/2=TOHIT DMG

Modern	35	63	47 ... PER SETTING
H-T-H	23	63	43 ... 1d10+4
Staff	10	63	36 ... 4d10+7

Action Point Table

▲ *Opportunity Action*

Position Change	
▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME Harold Thorne	AGE 42	STR D	Top Skills		
SPECIES Human	SEX M	END C	1. STCommProc, E		
P.O.B. Starbase 15	HT 6'1	INT C	2. ST Services, E		
BRANCH Communications	WT 175	DEX D	3. STCommTech, F		
RANK Lt. Commander	HAIR Auburn	CHA D	4. DmgCtrlProc, F		
CURRENT ASSIGNMENT	EYES Hazel	COOL D	5. ST Sensors, F		
	D.O.B.	LUC D	...		
		PSI D	Dept Head Y/N	Cmd School Y/N	
			Contact Team Certified?	Y/F N	

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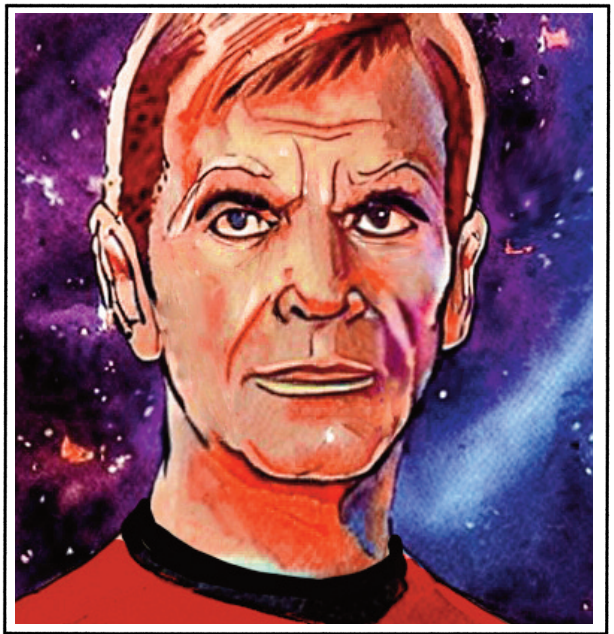
Service Record

Honors

Graduated with Honors
SF Dec for Gallantry
Purple Heart



Assignments

19 Years Served

Cadet	Colonization
Term 1	USS Potemkin
Term 2	Military
Term 3	Colonization
Term 4	Exploration
Term 5	(Current, 2yrs in on 5)
Term 6	
Term 7	
Term 8	
Term 9	
Term 10	

Name Gretchen Melbourne

Homeworld Earth

Childhood Small Village

Family Local Leaders

Parents Alive

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Negot/Diplo	STR
2. Cbt, H-T-H	
3. Leadership	

Siblings	LIVING	AGE	FEELINGS	STAND-ING
①	Y/(N)/?	(Y)/O/T	Ht / Dis /(N)/ Lk / Lv / Hr	A/P/(E)
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet — Commendation for stoicism in the face of adversity.

Term
1 Commendation
2 —
3 Gold Palms
④
5
6
7
8
9
10

Lifepath

Academy — Lover killed in LoD

Cadet — Childhood Friend

Term
1 —
2 Enemy, Relative, Mutual, Lost face
3 Rom, Incompatible, still love ea. other
④
5
6
7
8
9
10

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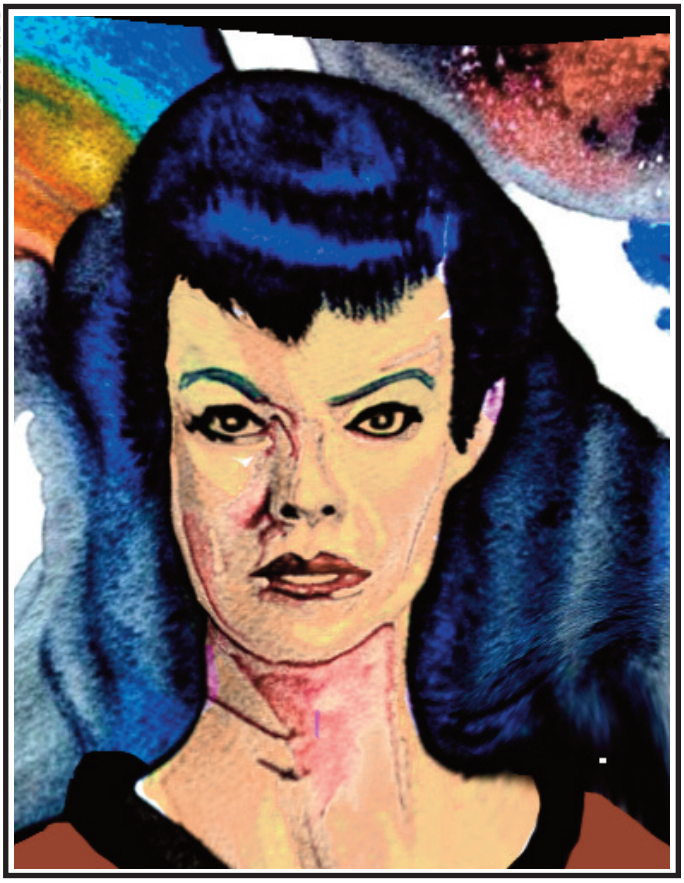

History and Notes

That Greta lost a sister and is sole-surviving child to her parents made them want to keep her close. Leaving them was difficult enough. That Gretch met and lost Armand at the Academy was an almost unrecoverable blow. That an uncle would later come out of the wood work to blame Greta for 'abandoning' her parents was unconscionable.

Dreams and Directions

Despite the trauma and losses, or perhaps because of them, Gretch has become good at carousing with her shipmates while maintaining good discipline.

The work is steady The people are generally good in themselves and what they do. There's always something new around the corner. Let the next new thing be for the better!

STARFLEET OFFICER RECORD

LT. GRETCHEN MELBOURNE

NAME Gretchen Melbourne AGE 32
SPECIES HUMAN P.O.B. EARTH SEX F
RANK Lt. HT 5'8
BRANCH COMM WT 111
ASSIGNMENT HAIR BLACK
EYES GREY
D.O.B.
230101.01

CADET CRUISE	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st		■							■		
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY									Term Length	Efficiency
1st					■				3	AV
2nd	■								4	AV
3rd		■							2	AV
■4th									5	
5th										
6th										
7th										
8th										
9th										
10th										

Personal/Family Notes

CREDITS 27k

Awards, Honorifics and Notes

Cadet Cruise	Commendation / USS Yorktown
	Commendation /
	- / USS Farragut
	Gold Palms /
	Current, just starting

STR	END	INT	DEX	CHA	COOL	LUC	PSI
57	60	70	70	70	60	00	32

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
65	85	65	80	85

Administration 10	Demolitions	Medicine	ST Sensors 34
Anthrop	Disguise		ST Services 16
	Ecology	Meteorology 25	ST Weapon Ops
Appraisal	Electronics 25	Negot/Diplomacy 18	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography 11	Stealth/Hide
	Federation History 10	Pers Wpn Tech	Streetwise
Art	Federation Law 10	Philosophy	Survival
	Forgery		
Astron/Atrophys 42	Gaming	Physics 27	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology 12		Transporter Ops 10
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech.
Burglary	History	Seduction	Trivia
Carousing 47		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction 10	Sm Equip Tech. 25	Vehicle Op Grav. 21
Archaic	Interrogation	Sm Unit Tactics	
Knife Armed 10	Intimidate	Sports	Warp Drive Tech
H-T-H 15	Lang Andorian 20		Zoology
Modern 29	Tellarite 20	ST Cbt Tac/Str.	**Lang** K'Zin 20
Computer Op 10	Law	ST Comm Proc 40	**Lang** Klingon 18
Computer Tech 15		ST Comm Tech 41	
Culture	Leadership 20	ST Engineering	
	Life Support Tech	ST Helm	
Dmg Ctrl Proc 40	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security 10	

ACTION POINTS
1
2
3
4
5
6
7
8
9
10
11

UNCONSCIOUS SAVES

NATURAL	WOUND	FATIGUE	STUN
60			
CURRENT			

ATTRIBUTE FATIGUE EFFECTS

SAVE (END/2 rd)	SAVE (END/4 rd)	UNC (END/10 rd)
30	15	6

LUC Pool 00 NATURAL

PSI Vector 57

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 0
TOTAL.....= 1d10+3

WEAPON DAMAGE
STR BONUS.....+ 2
SKILL BONUS.....+ 0
TOTAL.....= 2

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	29	70	48	PER SETTING
H-T-H	15	70	42	1d10+3
Knife	10	70	40	2d10+2

Action Point Table *Opportunity Action*

Position Change	
Turn in Place	1
Stand-to-Sit or reverse	1
Stand-to-Kneel or reverse	1
Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
Short Communication	1
Draw and Ready Device	2
Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
Quick-Draw and Fire	3
Fire Ready Weapon	1
Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
Attack	min. 3
Parry/Defend	min. 2
Dodge	min. 3
Duck Thrown Weapon	2
Hide in Same Square	1
Hide in Adjacent Square	4
Roll Sideways	2
Drop-to-Ready	1
Drop-to-Prone	0
Dive to Prone	2
Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME Gretchen Melbourne

SPECIES Human

P.O.B. Earth

BRANCH Communications

RANK Lieutenant

CURRENT ASSIGNMENT

AGE 32

SEX F

HT 5'8

WT 111

HAIR Black

EYES Grey

D.O.B.

STR	D
END	D
INT	C
DEX	C
CHA	C
COOL	D
LUC	A
PSI	F

Top Skills

1. Carousing, E
2. Astron/Astro, E
3. DmgCtrlProc, E
4. STCommProc, E
5. STCommTech, E

...

Dept Head Y/(N)

Cmd School Y/(N)

Contact Team Certified? Y/(N) F

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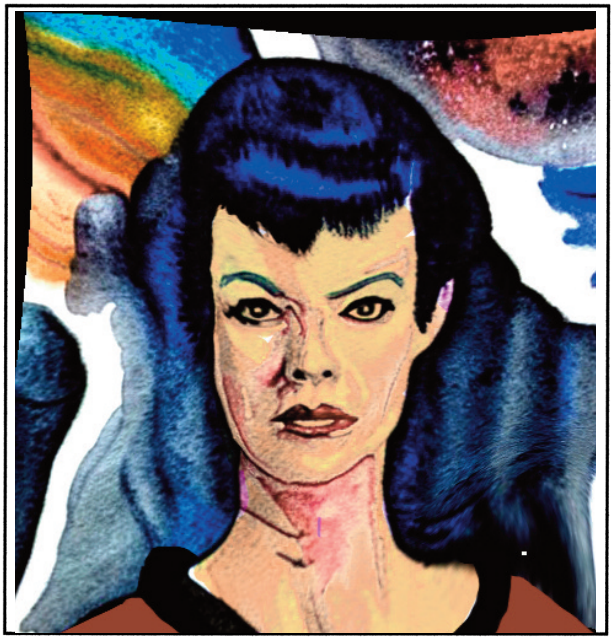
Service Record

Honors

Commendation
Commendation
Gold Palms



Assignments 9 Years Served

Cadet USS Yorktown
Term 1 Merchant Marine
Term 2 USS Farragut
Term 3 Exploration
Term 4 (Current, Just starting on 5)
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10

Name Saresustauka

Homeworld Vulcan

Childhood Open Air, Lg City

Family Common, Ok

Parents Both deceased, accident

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Art, Painting	CHA
2. ST Comm Proc	
3. Computer Tech	

Siblings	LIVING	AGE	FEELINGS	STANDING
①	(Y)/N/?	Y/(O)/T	Ht / Dis / (N) / Lk / Lv / Hr	A/(P)/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet Grad High Honors, Top 2%
SF Dec for Gallantry

Term
1 —
2 —
3 —
4 —
5 Karagite Order of Heroism
⑥
7
8
9
10

Lifepath

Academy —
Cadet —

Term
1 —
2 —
3 Friend, Common interest
4 Local Authorities have Qs.
5 Pon-far of most satisfactory characteristics
⑥
7
8
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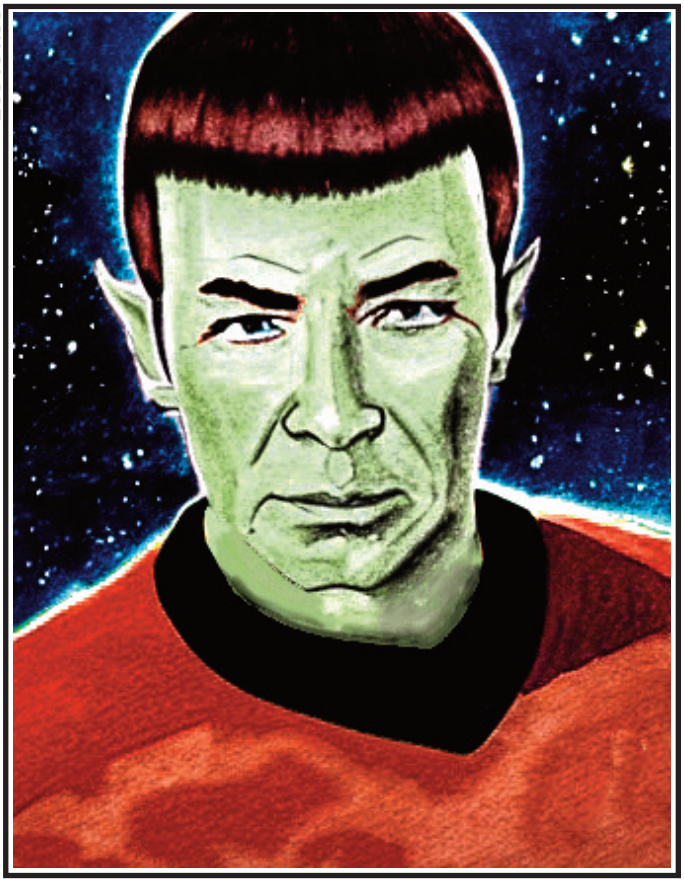

History and Notes

Despite 18yrs of service, high intelligence and acts of heroism and gallantry, Sareestauk remains a Lieutenant. It is amazing what two Poor reports will do for a career.

The logic of the situation is that having graduated top 2% of his class, Sareestauk should be a higher performing officer. Indeed, it is this disparity that keeps him in Starfleet in an effort to determine his true capabilities. It is said that one must find oneself. It is sure there is a place for him somewhere.

Dreams and Directions

Being a communications officer, much knowledge passes through one's 'hands'. There are various opportunities around the Federation for comm experts.

It is a matter of determining what one seeks from life and then working towards the goal. Is that Sareestauks' sole problem? The want or need of a driving force in his life and has yet to find himself?

STARFLEET OFFICER RECORD

LT. SARESUSTAUK

NAME	Saresustauka	AGE	44
SPECIES	P.O.B.	SEX	M
VULCANIAN	MERAK	HT	6'0
RANK	LT.	WT	222
BRANCH	COMM	HAIR	RED
ASSIGNMENT	MINOR SCI	EYES	BLUE
		D.O.B.	

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CADET CRUISE	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st		■									■
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY								Term Length	Efficiency	Awards, Honorifics and Notes
										Cadet Cruise: SF Dec for Gallantry / USS Intrepid
1st	■							4	AV	- / USS Excalibur
2nd		■						5	PO	- /
3rd				■				3	PO	- /
4th					■			1	AV	- / SB 12
5th				■				3	AV	Karagite Order of Heroism
■ 6th				■				3		Current 2yrs in
7th										
8th										
9th										
10th										

Personal/Family Notes

CREDITS 10.8k

STR	END	INT	DEX	CHA	COOL	LUC	PSI
80	80	80	60	60	91	04	20

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	PERSEVERENCE (INT+LUC)/2 round down
Vulcans -10: 65	Vulcans +10: 57	Vulcans+10: 95	Vulcans+10: 57	Vulcans+10: 57

Administration . . . 10	Demolitions	Medicine	ST Sensors 29
Anthrop	Disguise	. . . .	ST Services 27
. . . .	Ecology	Meteorology . . . 25	ST Weapon Ops . . .
Appraisal	Electronics 46	Negot/Diplomacy. 15	ST Weapons Tech .
Archaeo	Enviosuit Ops . . . 15	Oceanography . . .	Stealth/Hide . . .
. . . .	Federation History . 10	Pers Wpn Tech . .	Streetwise 10
Art Painting . 23	Federation Law . . .	Philosophy	Survival . . . .
. . . .	Forgery	. . . .	. . . .
Astron/Atrophys . . 58	Gaming	Physics 36	Track/Evade. . . .
Biology	Gambling	Psych	Trade & Commerce.
Botany	Geology 25	. . . .	Transporter Ops . . . 15
Bribery	Hvy Wpns Op/Tech .	Scrounge	Transporter Tech. .
Burglary	History	Seduction	Trivia . . . .
Carousing	. . . .	Shuttle Pilot	Human idiosyncracies. 15
Chemistry 29	Holotechnology . .	Shuttle Sys Tech . 28	Variable-G Ops . .
Combat	Instruction 10	Sm Equip Tech. . . 40	Vehicle Op . . . .
Archaic . . .	Interrogation	Sm Unit Tactics . .	. . . .
Lirpa Armed . . . 10	Intimidate	Sports	Warp Drive Tech . .
H-T-H . . . 25	Lang Earther . 25	. . . .	Zoology . . . . .
Modern . . . 25	Andorian . 25	ST Cbt Tac/Str. . .	Lang Tellarite . 10
Computer Op . . . 10	Law	ST Comm Proc . . . 56	. . . .
Computer Tech . . 22	. . . .	ST Comm Tech . . . 40	. . . .
Culture	Leadership 22	ST Engineering	. . . .
. . . .	Life Support Tech . 20	ST Helm	. . . .
Dmg Ctrl Proc . . . 40	Materials Science. .	ST Navigation	. . . .
Def Shield Tech . .	Mechanics	ST Security 10	. . . .

ACTION POINTS
1
2
3
4
5
6
7
8
9
10

UNCONSCIOUS SAVES

NATURAL	80
CURRENT	
SAVE (END/2 rd)	40
SAVE (END/4 rd)	20
UNC (END/10 rd)	8

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool 04 NATURAL

PSI Vector 53

PSI Pool 53 NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 2d10
SKILL BONUS.....+ 1
TOTAL.....= 2d10+1

WEAPON DAMAGE
STR BONUS.....+ 4
SKILL BONUS.....+ 0
TOTAL.....= 4

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	25	60	42 ... PER SETTING
H-T-H	25	60	42 ... 2d10+1
Lirpa	10	60	35 ... 4d10+9

Action Point Table

▲ *Opportunity Action*

Position Change	
▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Saresustauka	AGE	44	STR	B	Top Skills	
SPECIES	P.O.B.	SEX	M	END	B	1. Astron/Astro, D	
Vulcan	Vulcan	HT	6'0	INT	B	2. STCommProc, D	
BRANCH		WT	222	DEX	D	3. Electronics, E	
Comm	Minor SCI	HAIR	Red	CHA	D	4. DmgCtrlProc, E	
RANK		EYES	Blue	COOL	A	5. STCommTech, E	
Lieutenant				LUC	H	...	
CURRENT ASSIGNMENT		D.O.B.		PSI	G	Dept Head Y/(N)	Cmd School Y/(N)
						Contact Team Certified? Y/F/(N)	

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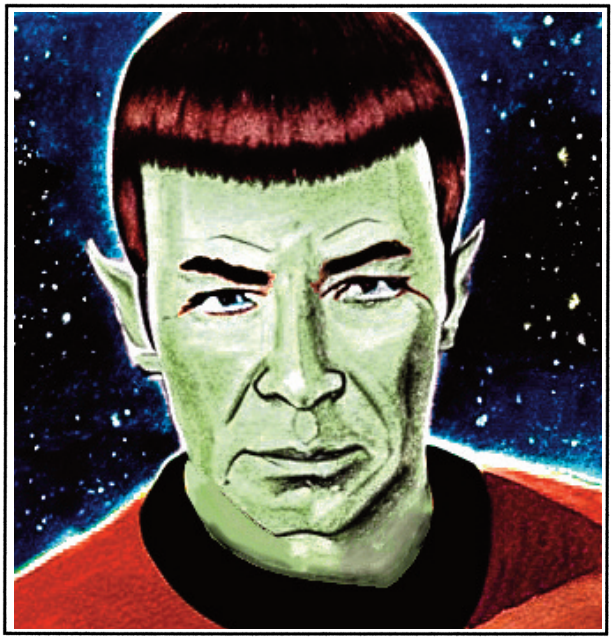
Service Record

Honors

Graduated High Honors, Top 2%
SF Dec fo Gallantry
Karagite Order of Heroism



Assignments

18 Years Served

Cadet	USS Intrepid
Term 1	USS Excalibur
Term 2	Exploration
Term 3	Colonization
Term 4	Starbase 12
Term 5	Colonization
Term 6	(Current, 2yrs in on 3)
Term 7	
Term 8	
Term 9	
Term 10	

Name Covenn Marris

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Gaming	DEX
2. Carousing	
3. Streetwise	

Homeworld
Major station, seafaring

Childhood On the water

Family Common, Inherited debts

Parents Sep, Mother deceased

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet
1 —
2 Grad High Honors, Top 6%
Commendation

Term
1 —
2 —
3 —
4 Medal of Honor w/Cluster
5 —
⑥
7
8
9
10

Lifepath

Academy —

Cadet
1 Rom, Lover killed LoD
2 Friendly Locals owe favor

Term
1 —
2 Senseii Cbt HTH +8
3 —
4 Enemy, Pl Official, Hates me, loss of relative
5 —
⑥
7
8
9
10

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History and Notes

That it took two cadet cruises to bring out the better of Covenn is not uncommon. Losing her lover in the first cruise to an accident was a stumble to say the least. To come back with a commendation, High Honors and eventual Medal of Honor itself speaks to her resilience. That medal earned the wrath of the Warriors of Andor, a member of which was on trial,

More recently, Covenn served as a trial judge involving an official's son who was ultimately sentenced to 20yrs on a penal colony. This ruling caused quite bitter recrimination from the official.

Dreams and Directions

With Doctorate of Federation Law in hand, temporary appointments as a trial judge in various ports has been interesting.

Covenn has overseen both Starfleet and UFP-related challenges. Whether she would miss the excitement of prosecutorial work is up for debate. There is allure to a permanent appointment to the judiciary. For now there is plenty of work and study to keep busy with.

STARFLEET OFFICER RECORD

NAME Covenn Marris | AGE 57
SPECIES ANDORIAN | P.O.B. TH'ALT | SEX F | HT 6'0
RANK CAPTAIN | WT 145
BRANCH LEGAL | HAIR BLACK
ASSIGNMENT MINOR SEC | EYES BLUE
D.O.B. 230101.01

π

DR. COVENN MARRIS, DL, ESQ, JAG

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st							■				
2nd				■							■
3rd											
4th											
5th											
6th											

ACTIVE DUTY	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	
1st		■							4	AV	- / USS Excalibur
2nd			■						5	AV	- /
3rd					■				2	EX	- /
4th		■							1	AV	Medal of Honor w/Cluster / USS Constitution
5th							■		5	AV	- / SB 12
■ 6th									5		Current, 1yr in
7th											
8th											
9th											
10th											

Personal/Family Notes

CREDITS 18.36k

Awards, Honorifics and Notes

Cadet Cruise 1: - / - 2: Commendation / SB 6

STR	END	INT	DEX	CHA	COOL	LUC	PSI
80	80	80	67	75	70	61	40

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
72	Andorians+10 79	Andorians+10 85	70	69

Administration 68	Demolitions	Medicine	ST Sensors
Anthrop	Disguise		ST Services
	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy 5	ST Weapons Tech
Archaeo	Enviosuit Ops 5	Oceanography	Stealth/Hide
	Federation History 40	Pers Wpn Tech	Streetwise 55
Art Dance 3	Federation Law 80	Philosophy	Survival Arctic 12
	Forgery		
Astron/Atrophys 10	Gaming 34	Physics	Track/Evade
Biology	Gambling	Psych Criminal 42	Trade & Commerce
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing 57		Shuttle Pilot 7	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction 19	Sm Equip Tech 10	Vehicle Op Grav 5
Archaic	Interrogation 30	Sm Unit Tactics 10	
Sword Armed 15	Intimidate 44	Sports Darts 2	Warp Drive Tech
H-T-H 33	Lang Earther 55		Zoology
Modern 25		ST Cbt Tac/Str	
Computer Op 25	Law Andorian 27	ST Comm Proc	
Computer Tech 9	Earth 28	ST Comm Tech	
Culture Earth 24	Leadership 21	ST Engineering	
	Life Support Tech	ST Helm	
Dmg Ctrl Proc 10	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security 30	

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL / CURRENT	WOUND FATIGUE STUN	LUC Pool 61 NATURAL	PSI Vector 65	((INT+CHA+PSI)/3) rd
1		80				
2		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
3		SAVE (END/2 rd) 40				
4		SAVE (END/4 rd) 20				
5		UNC (END/10 rd) 8				
6						
7						
8						
9						
10						

BARE HAND DAMAGE... 2d10
SKILL BONUS.....+ 1
TOTAL.....= 2d10+1

WEAPON DAMAGE
STR BONUS.....+ 4
SKILL BONUS.....+ 0
TOTAL.....= 4

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	25	67	46 ... PER SETTING
H-T-H	33	67	50 ... 2d10+1
Sword	15	67	41 ... 4d10+4

Action Point Table *Opportunity Action*

Position Change	
Turn in Place	1
Stand-to-Sit or reverse	1
Stand-to-Kneel or reverse	1
Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
Short Communication	1
Draw and Ready Device	2
Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
Quick-Draw and Fire	3
Fire Ready Weapon	1
Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
Attack	min. 3
Parry/Defend	min. 2
Dodge	min. 3
Duck Thrown Weapon	2
Hide in Same Square	1
Hide in Adjacent Square	4
Roll Sideways	2
Drop-to-Ready	1
Drop-to-Prone	0
Dive to Prone	2
Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	Dice Mod
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME Covenn Marris, D.L., Esq	AGE	57	STR	B	Top Skills		
SPECIES Andorian	SEX	F	END	B	1. Fed Law, B		
P.O.B.	HT	6'0	INT	B	2. Admin, D		
BRANCH Legal Minor Sec	WT	145	DEX	D	3. Carousing, D		
	HAIR	Black	CHA	C	4. Streetwise, D		
RANK Captain	EYES	Blue	COOL	C	5. Lang, Earth, D		
CURRENT ASSIGNMENT	D.O.B.		LUC	D	...		
			PSI	E	Dept Head Y/N	Cmd School Y/N	
					Contact Team Certified?	Y/N	F

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Service Record

Honors

Graduated High Honors, Top 6%
Commendation
Medal of Honor with Cluster

Assignments

18 Years Served

Cadet	Starbase 6, Military
Term 1	USS Excalibur
Term 2	Exploration
Term 3	Colonization
Term 4	USS Constitution
Term 5	Starbase 12
Term 6	(Current, 1yr in on 5)
Term 7	
Term 8	
Term 9	
Term 10	

Name Dave Boren

Homeworld Shipwreck 9yrs/ Benecia Colony

Childhood Domes

Family Scientists

Parents Both Deceased

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Psych, Orion	CHA
2. Culture, Orion	
3. Leadership	

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/(N)/?	(Y)O/T	Ht / (Dis) / N / Lk / Lv / Hr	A/(P)/E
2.	(Y)/N/?	Y/O/(T)	Ht / (Dis) / N / Lk / Lv / Hr	A/P/(E)
3.	Y/N/(?)	Y/(O)/T	Ht / (Dis) / N / Lk / Lv / Hr	(A)/P/E
4.	Y/(N)/?	Y/(O)/T	Ht / Dis / (N) / Lk / Lv / Hr	A/(P)/E
5.	(Y)/N/?	(Y)O/T	(Ht) / Dis / N / Lk / Lv / Hr	A/P/(E)
6.	(Y)/N/?	Y/(O)/T	Ht / Dis / N / Lk / (Lv) / Hr	(A)/P/E
(7)	Y/(N)/?	Y/(O)/T	Ht / Dis / (N) / Lk / Lv / Hr	A/(P)/E

Awards and Honors

Cadet Graduated with Honors

Term
1 —
2 —
3 —
4 —
5 —
(6)
7
8
9
10

Lifepath

Academy Ruffled feathers

Cadet —

Term
1 Rom, Probs, hates me
2 Rom, Fast Times
3 Senseii Cbt, Modern +3
4 Enemy, Pl. Official, hate them, Rom Rival
5 —
(6)
7
8
9
10

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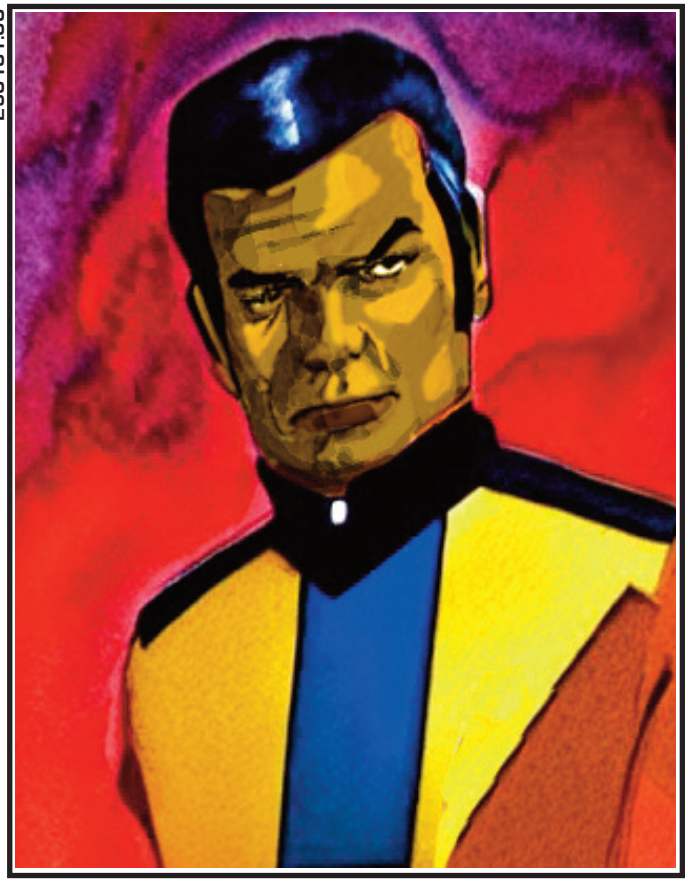

History and Notes

With parents and siblings killed in the shipwreck, Dave and his three surviving siblings were only able to make it due to the vast amount of supplies and some local vegetation. The ship's basic power remained stable enough for them to learn from the computer tapes and their familial status to keep peace between them. The oldest adopted the parental role to oversee their education and physical conditioning.

Being raised as such creates certain social faux pax and Dave is full of them. His show of a cold nature is useful for interrogations.

Dreams and Directions

Straying out of the Merchant Marine and away from Orion space, Dave lost some ambition.

Dave's interest in the Orions is they are prime suspects in the downing of the ship his family was killed and marooned aboard.

Perhaps that is the reason that Starfleet is keeping him away for the moment as he gets too personally involved with matters and needs time away on a different track.

STARFLEET OFFICER RECORD

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE										
1st									■	
2nd										
3rd										
4th										
5th										
6th										

ACTIVE DUTY									Term	Length	Efficiency	
1st					■				3	AV	- /	
2nd					■	■			4	AV	- / SB 16	
3rd					■				1	AV	- /	
4th	■								1	PO	- / USS Hood	
5th				■					4	PO	- /	
■6th									3		Just starting	
7th												
8th												
9th												
10th												

NAME Dave Boren
AGE 36
SPECIES Human
P.O.B. Benecia
SEX M
HT 5'10
RANK Commander
WT 180
BRANCH Legal
HAIR Black
ASSIGNMENT Minor, Helm
EYES Green
D.O.B.
230101.01

Personal/Family Notes

CREDITS 54.6k

Awards, Honorifics and Notes

Cadet Cruise -/

STR	END	INT	DEX	CHA	COOL	LUC	PSI
61	60	80	60	60	60	66	02

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
60	73	70	63	73

Administration . . . 37	Demolitions	Medicine	ST Sensors 15
Anthrop	Disguise	. . . .	ST Services . . . . .
. . . .	Ecology	Meteorology . . .	ST Weapon Ops . . . 12
Appraisal	Electronics 10	Negot/Diplomacy. . . .	ST Weapons Tech . . . .
Archaeo	Enviosuit Ops . . .	Oceanography . . .	Stealth/Hide . . . .
. . . .	Federation History . 28	Pers Wpn Tech . . .	Streetwise 34
Art	Federation Law . . . 55	Philosophy	Survival . . . .
. . . .	Forgery	. . . .	. . . .
Astron/Atrophys . . 17	Gaming 49	Physics	Track/Evade. . . . .
Biology	Gambling	Psych Orion . 37	Trade & Commerce. . . .
Botany	Geology	. . . .	Transporter Ops . . .
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech. . . .
Burglary	History	Seduction	Trivia . . . .
Carousing 27	. . . .	Shuttle Pilot 12	. . . .
Chemistry 5	Holotechnology . . .	Shuttle Sys Tech	Variable-G Ops . . .
Combat	Instruction 10	Sm Equip Tech. . . 10	Vehicle Op . . . .
Archaic	Interrogation 48	Sm Unit Tactics . . .	. . . .
Baton Armed . . . 10	Intimidate 30	Sports Orion Ball . 4	Warp Drive Tech . . .
H-T-H . . . 15	Lang Orion . 30	. . . .	Zoology . . . . .
Modern . . . 24	. . . .	ST Cbt Tac/Str. . . 10	. . . .
Computer Op . . . 71	Law	ST Comm Proc . . . 7	. . . .
Computer Tech . . 5	. . . .	ST Comm Tech . . .	. . . .
Culture Orion . 35	Leadership 22	ST Engineering	. . . .
. . . .	Life Support Tech	ST Helm 20	. . . .
Dmg Ctrl Proc . . . 10	Materials Science. . . 5	ST Navigation 12	. . . .
Def Shield Tech . . .	Mechanics	ST Security 10	. . . .

DAVIDOV BOREN, ESQ, JAG

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL / CURRENT	WOUND FATIGUE STUN	LUC Pool 66 NATURAL	PSI Vector 47	((INT+CHA+PSI)/3) rd
1		60				
2			ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
3		SAVE (END/2 rd) 30				
4		SAVE (END/4 rd) 15				
5		UNC (END/10 rd) 6				
6						
7						
8						
9						
10						

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 0
TOTAL.....= 1d10+3

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	24	60	42	PER SETTING
H-T-H	15	60	37	1d10+3
Baton	10	60	35	2d10+3

Action Point Table

▲ *Opportunity Action*

Position Change	
▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Davidov Boren	AGE	36	STR	D	Top Skills	
SPECIES	Human	SEX	M	END	B	1. Comp Op, C	
P.O.B.		HT	5'10	INT	D	2. Fed Law, D	
BRANCH	Legal	WT	185	DEX	D	3. Gaming, E	
	Minor HELM	HAIR	Black	CHA	D	4. Interrog, E	
RANK	Commander	EYES	Green	COOL	D	5. Psych, Orion, F	
CURRENT ASSIGNMENT		D.O.B.		LUC	D	...	
				PSI	H	Dept Head Y/N	Cmd School Y/N
						Contact Team Certified?	Y/N F

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Service Record

Honors

Graduated with Honors

Assignments

13 Years Served

Cadet	Exploration
Term 1	Merchant Marine
Term 2	Starbase 16
Term 3	Merchant Marine
Term 4	USS Hood
Term 5	Colonization
Term 6	(Current, Just starting on 5)
Term 7	
Term 8	
Term 9	
Term 10	

Name Phellipps Bruh

Homeworld Cait

Childhood Open air

Family Starfleet, Danger
Long-term conspiracy/org

Parents Father deceased

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Fed Law	CHA
2. Interrogation	
3. Intimidate	

Awards and Honors

Cadet Graduated High Honors, Top 5%

Term
1 —
2 —
3 —
④
5
6
7
8
9
10

Lifepath

Academy Enemy, underling, hate them, Rom rival
Cadet Rom probs, am insanely jealous

Term
1 Romance, Happy
2 Enemy SBStaff, hate them, foiled plans
3 Rom probs, hate each other
④
5
6
7
8
9
10

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History and Notes

While Phellipps is not yet the finest legal mind in the Federation, his mind is primed and ready for that eventuality.

While still relatively new to the Federation at large, Bruh has been most fascinated with Earth and studies its trivia and culture regularly as a hobby.

While Bruh is on the larger side of Caitians, he is not especially strong or hearty. Where he makes up for this is in a cool demeanor which can make him seem quite meaner when on prosecutorial attack.

Dreams and Directions

Visit Earth someday. Take along term assignment if possible.

Not much else other than start a private firm someday with one or two trustworthy folks he's met over the years.

There is plenty of studying an ladder climbing in the meantime.

STARFLEET OFFICER RECORD

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE											
1st			■								■
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY												Term Length	Efficiency	Awards, Honorifics and Notes
1st				■								1	EX	Cadet Cruise -/
2nd				■								3	AV	-/
3rd					■							5	AV	-/
■ 4th												3		Current, just finishing
5th														
6th														
7th														
8th														
9th														
10th														

NAME Phellipps Bruh
AGE 34
SPECIES CAITIAN
P.O.B. HOCHLOR IV
SEX M
HT 5'9
WT 165
RANK LT. CMDR
BRANCH LEGAL
ASSIGNMENT MINOR ENG
HAIR RED
EYES GOLD
D.O.B.
230101.01

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Personal/Family Notes

CREDITS 8.64k

STR	END	INT	DEX	CHA	COOL	LUC	PSI
55	59	96	70	65	80	30	01

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
72	Caitians +05 68	88	44	63

Administration . . . 37	Demolitions	Medicine	ST Sensors . . . .
Anthrop	Disguise	. . . .	ST Services . . . .
. . . .	Ecology 10	Meteorology . . .	ST Weapon Ops . . .
Appraisal	Electronics 7	Negot/Diplomacy. . . .	ST Weapons Tech .
Archaeo Cait. 4	Enviosuit Ops . . . 5	Oceanography . . .	Stealth/Hide . . .
. . . .	Federation History . 38	Pers Wpn Tech . .	Streetwise . . . .
Art Knot craft. 7	Federation Law . . . 24	Philosophy	Survival . . . .
. . . .	Forgery	. . . .	. . . .
Astron/Atrophys . . 12	Gaming 21	Physics	Track/Evade. . . .
Biology	Gambling	Psych Human. 49	Trade & Commerce.
Botany	Geology	. . . .	Transporter Ops . . . 10
Bribery	Hvy Wpns Op/Tech .	Scrounge	Transporter Tech. . 12
Burglary	History	Seduction	Trivia Earth Facts. 7
Carousing 46	. . . .	Shuttle Pilot	. . . .
Chemistry	Holotechnology . .	Shuttle Sys Tech .	Variable-G Ops . .
Combat	Instruction 10	Sm Equip Tech. . . 15	Vehicle Op Water. 7
Archaic . . .	Interrogation 55	Sm Unit Tactics . .	. . . .
Staff Armed . . . 10	Intimidate 54	Sports String. 1	Warp Drive Tech . . 15
H-T-H . . . 15	Lang Earther. 30	. . . .	Zoology . . . .
Modern . . . 15	. . . .	ST Cbt Tac/Str. . .	. . . .
Computer Op . . . 51	Law SF Regulations. 50	ST Comm Proc . . .	. . . .
Computer Tech . .	. . . .	ST Comm Tech . . .	. . . .
Culture Earth. 20	Leadership 32	ST Engineering 20	. . . .
. . . .	Life Support Tech . 10	ST Helm	. . . .
Dmg Ctrl Proc . . . 10	Materials Science. . .	ST Navigation	. . . .
Def Shield Tech . . 7	Mechanics 7	ST Security 10	. . . .

PHELLIPPS BRUH, ESQ. JAG

ACTION POINTS
1
2
3
4
5
6
7
8
9
10
11

UNCONSCIOUS SAVES

NATURAL	59
CURRENT	
SAVE (END/2 rd)	29
SAVE (END/4 rd)	19
UNC (END/10 rd)	5

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool 30 NATURAL

PSI Vector 54

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 0
TOTAL.....= 1d10+3

WEAPON DAMAGE
STR BONUS.....+ 2
SKILL BONUS.....+ 0
TOTAL.....= 2

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	15	70	42	PER SETTING
H-T-H	15	70	42	1d10+3
Staff	10	70	40	4d10+7

Action Point Table

A Opportunity Action

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME	Phellipps Bruh	AGE	34	STR	D	Top Skills	
SPECIES	P.O.B.	SEX	M	END	D	1. Interrog, D	
Caitian	Cait	HT	5'9	INT	A	2. Intimidate, D	
BRANCH	Legal Minor Eng	WT	165	DEX	C	3. Law, SF Regs, D	
RANK	Lt. Commander	HAIR	Red	CHA	D	4. Comp Op, D	
CURRENT ASSIGNMENT		EYES	Gold	COOL	B	5. Carousing, E	
		D.O.B.		LUC	F	...	
				PSI	H	Dept Head Y/(N)	Cmd School Y/(N)
						Contact Team Certified?	Y/F (N)

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Service Record

Honors

Graduated High Honors, Top 5%

Assignments

12 Years Served

Cadet	Military
Term 1	Military
Term 2	Military
Term 3	Merchant Marine
Term 4	(Current, Just finishing 3yrs)
Term 5	
Term 6	
Term 7	
Term 8	
Term 9	
Term 10	

Name Hersah Lyons

Homeworld Lone Outpost,
18yrs @ToB, Triangle
Childhood open-air, sm. village

Family Infamous, Imprisoned
-Only I escaped
Parents Sep., Both Alive

Personal Notes and Lifepath

Areas of Improvement

	Skills	Attribute
1.	Streetwise	CHA
2.	Art Appreciation	
3.	Leadership	

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet Graduated High Honors, Top 6%

Term
1 —
2 SF Dec for Gallantry
3 Commendation
④
5
6
7
8
9
10

Lifepath

Academy Romance, Fast Xs
Cadet Rom, Tragic, Space robot/android

Term
1 Romance, Fast Times
2 Big creds 60kcr
3 Romance, Fast Times
④
5
6
7
8
9
10

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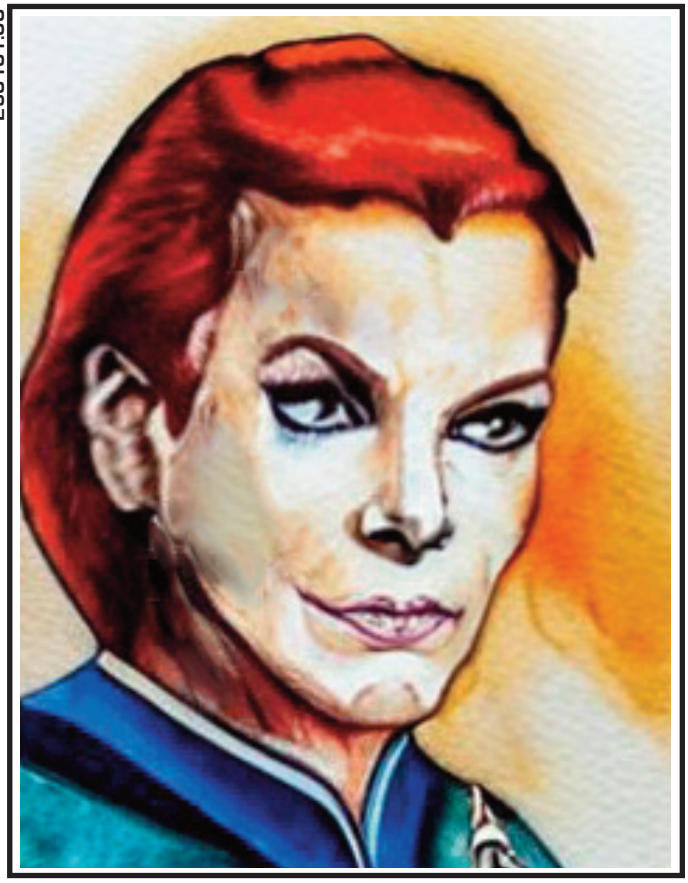

History and Notes

One of Hersah's legal strengths is her personable nature and ability to carouse with anyone. Able to move in many circles with equal aplomb, she is quick with a personal anecdote at a party or brutal retort in court.

Born in the Triangle, Hersah is most familiar with the Orions, being proficiently fluent in their language and a licensed paralegal in their judicial branch -such as it is.

Combined with her Federation law, carousing, intimidation, interrogation and carousing, Hersah is a formidable presence for any legal team.

Dreams and Directions

While above average in many ways, Hersah manages to blend in with the mundanity of a crowd and be able to deliberately stand out among them at will.

As to career, Hersah has always been an 'eyes-ahead' kind of person, managing to lead a focused life among many social interests.

Not 10yrs into her career with Starfleet, there are many places to go, many places to see and many, many people to meet.

STARFLEET OFFICER RECORD

HERSAH LYONS, ESQ, JAG

NAME	Hersah Lyons	AGE	33
SPECIES	P.O.B.	SEX	F
HUMAN	THE TRIANGLE	HT	5'7
RANK	LT.	WT	105
BRANCH	LEGAL	HAIR	RED
ASSIGNMENT		EYES	BROWN
		D.O.B.	230101.01

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CADET CRUISE	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st		■									■
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY										Term Length	Efficiency	Awards, Honorifics and Notes
1st			■							2	AV	Cadet Cruise - / USS Enterprise
2nd			■							5	AV	- /
3rd		■								2	AV	SF Dec for Gallantry /
■ 4th										3		Commendation / USS Hood
5th												Current, 1yr in
6th												
7th												
8th												
9th												
10th												

Personal/Family Notes

CREDITS 68.57k

STR	END	INT	DEX	CHA	COOL	LUC	PSI
55	60	70	70	65	76	53	26

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
70	61	73	56	61

Administration 46	Demolitions	Medicine	ST Sensors
Anthrop	Disguise		ST Services
	Ecology 6	Meteorology 3	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy 35	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
	Federation History 25	Pers Wpn Tech	Streetwise 21
Art Appreciation 6	Federation Law 50	Philosophy	Survival
	Forgery		
Astron/Atrophys 10	Gaming 6	Physics 13	Track/Evade
Biology	Gambling	Psych Criminal 16	Trade & Commerce
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia Galactic Lore 11
Carousing 66		Shuttle Pilot	
Chemistry 8	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction 10	Sm Equip Tech 10	Vehicle Op
Archaic	Interrogation 50	Sm Unit Tactics	
Baton Armed 10	Intimidate 44	Sports	Warp Drive Tech
H-T-H 30	Lang Orion 40		Zoology
Modern 15		ST Cbt Tac/Str	
Computer Op 25	Law Orion 25	ST Comm Proc	
Computer Tech 7		ST Comm Tech	
Culture Uppity Class 35	Leadership 40	ST Engineering	
	Life Support Tech	ST Helm	
Dmg Ctrl Proc 10	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security 10	

ACTION POINTS
1
2
3
4
5
6
7
8
9
10
11

UNCONSCIOUS SAVES

NATURAL	60
CURRENT	
SAVE (END/2 rd)	30
SAVE (END/4 rd)	15
UNC (END/10 rd)	6

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool 53 NATURAL

PSI Vector 53

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 1
TOTAL.....= 1d10+4

WEAPON DAMAGE
STR BONUS.....+ 2
SKILL BONUS.....+ 0
TOTAL.....= 2

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	15	70	42	PER SETTING
H-T-H	30	70	50	1d10+4
Baton	10	70	40	2d10+2

Action Point Table

▲ *Opportunity Action*

Position Change	
▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME Hersah Lyons	AGE 33	STR D	Top Skills		
SPECIES Human	SEX F	END D	1. Carousing, D		
P.O.B.	HT 5'7	INT C	2. Fed Law, D		
BRANCH Legal	WT 105	DEX C	3. Interrog, D		
RANK Lieutenant	HAIR Red	CHA D	4. Intimidate, E		
CURRENT ASSIGNMENT	EYES Brown	COOL C	5. Admin, E		
	D.O.B.	LUC D	...		
		PSI F	Dept Head Y/(N)	Cmd School Y/(N)	
			Contact Team Certified?	Y/F (N)	

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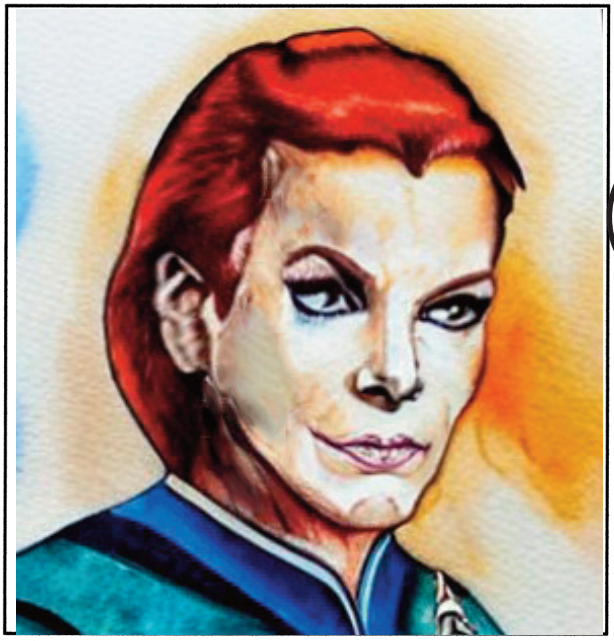
Service Record

Honors

Graduated High Honors, Top 6%
SF Dec fo Gallantry
Commendation



Assignments

10 Years Served

Cadet USS Enterprise
Term 1 Exploration
Term 2 Exploration
Term 3 USS Hood
Term 4 (Current, 1yr in on 3)
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10

Name Vik Twenstee

Homeworld Zom I

Research Station

Childhood Large Domes

Family Local leaders, Ok

Parents Dad Deceased, Nat.

Personal Notes and Lifepath

Areas of Improvement

Skills	Attribute
1. Disguise	COOL
2. Interrogation	
3. Survival, Urban	

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	(Y)/N/?	Y/O/(T)	Ht / Dis / N / Lk / Lv / (Hr)	A/(P)/E
2.	Y/(N)/?	(Y)/O/T	Ht / Dis / (N) / Lk / Lv / Hr	A/(P)/E
3.	(Y)/N/?	(Y)/O/T	Ht / Dis / N / Lk / Lv / (Hr)	A/(P)/E
4.	(Y)/N/?	Y/(O)/T	Ht / Dis / N / Lk / (Lv) / Hr	(A)/P/E
(5)	(Y)/N/?	(Y)/O/T	Ht / Dis / (N) / Lk / Lv / Hr	A/(P)/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet —

Term
1 —
2 —
3 —
4 SF Decoration for Valor
5
6
(7)
8
9
10

Lifepath

Academy —

Cadet
1 Romance, happy
2 Brig!

Term
1 Big Creds! 90kcr
2 Health relapse
3 —
4 Friend, Colleague
5 Friend in SFC
6 Mentor, Carousing +12
(7)
8
9
10

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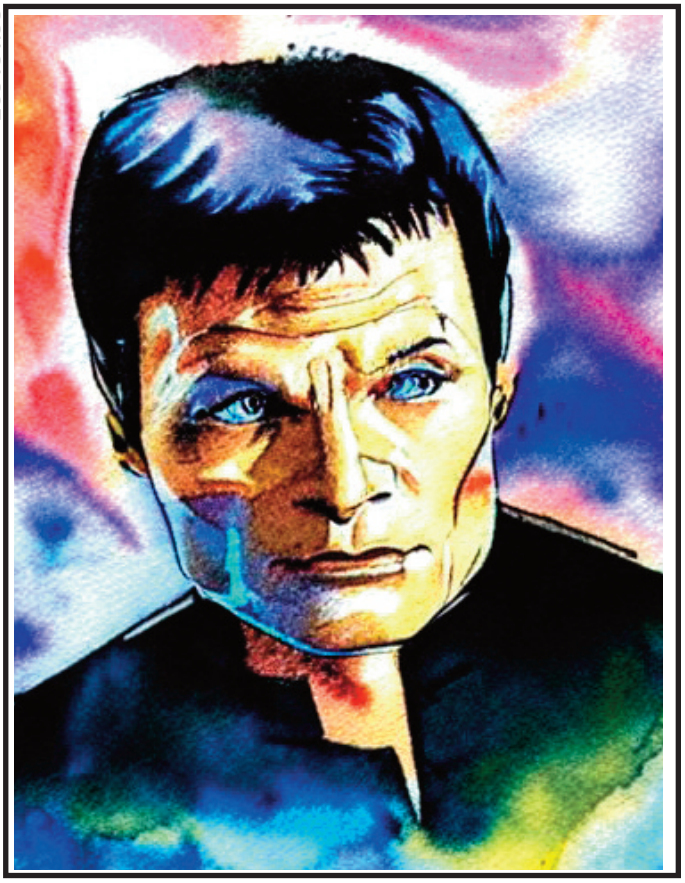

History and Notes

From a big family with a twin who worships Vik as a hero, Vik knew there was one way to stand out -Starfleet Intelligence!

An expert in disguise and talented in the arts of burglary, Vik has been primarily assigned to the Orion frontier, working with another Intel agent under various commercial and social fronts.

Dreams and Directions

Vik sees himself as Starfleet's tool, so does not look to far beyond any given mission at the bigger picture of his personal life or look close at starfleet's goals for him.

Vik's knowledge of the street, his ability to track a target and evade most pursuit are the perfect complements to his disguise and thieving skill sets.

The nature of his work precludes Vik from contacting his family again for the danger it could put him and they in.

STARFLEET OFFICER RECORD

VIK TWENSTEE, STARFLEET INTELLIGENCE

NAME Vik Twenstee | AGE 49
SPECIES HUMAN | P.O.B. ZOM I | SEX M | HT 5'6 | WT 135
RANK AGENT | HAIR BLACK
BRANCH INTELLIGENCE | EYES BLUE
ASSIGNMENT | D.O.B.

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SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE	
1st	
2nd	
3rd	
4th	
5th	
6th	

ACTIVE DUTY	Term Length	Efficiency	
1st	3	OU	- /
2nd	4	AV	- /
3rd	5	PO	- / USS Farragut
4th	5	AV	SF Dec for Valor / SB 20
5th	2	PO	- /
6th	5	OU	- /
■ 7th	4		Current, 1yr in
8th			
9th			
10th			

Personal/Family Notes

CREDITS 146.25k

Awards, Honorifics and Notes

Cadet Cruise - /

STR	END	INT	DEX	CHA	COOL	LUC	PSI
65	64	70	63	70	60	12	14

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
65	41	65	38	41

Administration 20	Demolitions 28	Medicine	ST Sensors
Anthrop	Disguise 77		ST Services
	Ecology 7	Meteorology	ST Weapon Ops
Appraisal	Electronics 3	Negot/Diplomacy	ST Weapons Tech
Archaeo Orion 10	Enviosuit Ops	Oceanography	Stealth/Hide 64
	Federation History 10	Pers Wpn Tech	Streetwise 70
Art Finger Painting 2	Federation Law 25	Philosophy	Survival Urban 21
	Forgery		
Astron/Atrophys 10	Gaming 27	Physics	Track/Evade 58
Biology	Gambling 35	Psych Orion 20	Trade & Commerce
Botany	Geology		Transporter Ops
Bribery 15	Hvy Wpns Op/Tech 38	Scrounge	Transporter Tech
■ Burglary 48	History	Seduction 26	Trivia
Carousing 12		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction 15	Sm Equip Tech 10	Vehicle Op
Archaic	Interrogation 19	Sm Unit Tactics	
Sword Armed 10	Intimidate 30	Sports Rugby 8	Warp Drive Tech
H-T-H 40	Lang Orion 10		Zoology
Modern 30		ST Cbt Tac/Str	
Computer Op 13	Law	ST Comm Proc	
Computer Tech 15		ST Comm Tech	
Culture	Leadership 20	ST Engineering	
	Life Support Tech 26	ST Helm	
Dmg Ctrl Proc 10	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security 10	

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL / CURRENT	WOUND FATIGUE STUN	LUC Pool 12 NATURAL	PSI Vector 51	((INT+CHA+PSI)/3) rd
1		64			PSI Pool NATURAL	
2		CURRENT	ATTRIBUTE FATIGUE EFFECTS			
3		SAVE (END/2 rd) 32				
4		SAVE (END/4 rd) 16				
5		UNC (END/10 rd) 6				
6						
7						
8						
9						
10						

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 2
TOTAL.....= 1d10+5

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	30	63	46 ... PER SETTING
H-T-H	40	63	51 ... 1d10+5
Sword	10	63	36 ... 4d10+3

Action Point Table

▲ *Opportunity Action*

Position Change	
▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME Vik Twenstee	AGE 49	STR D	Top Skills		
SPECIES Human	SEX M	END D	1. Disguise, C		
P.O.B. Zom I	HT 5'6	INT C	2. Streetwise, C		
BRANCH Intelligence	WT 135	DEX D	3. Stealth/Hide, D		
RANK Agent	HAIR Black	CHA C	4. Trk/Evade, D		
CURRENT ASSIGNMENT	EYES Blue	COOL D	5. Burglary, E		
	D.O.B.	LUC G	...		
		PSI G	Dept Head Y/(N)	Cmd School Y/(N)	
			Contact Team Certified?	Y/F (N)	

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Service Record

Honors

SF Decoration for Valor

Assignments

25 Years Served

Cadet	Colonization, Military
Term 1	Exploration
Term 2	Exploration
Term 3	USS Farragut
Term 4	Starbase 20
Term 5	Merchant Marine
Term 6	Exploration
Term 7	(Current, 1yr in on 4)
Term 8	
Term 9	
Term 10	

Name

Homeworld

Childhood

Family

Parents

Personal Notes and Lifepath

Areas of Improvement

Skills Attribute

1.
2.
3.

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet

Term 1
2
3
4
5
6
7
8
9
10

Lifepath

Academy

Cadet

Term 1
2
3
4
5
6
7
8
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10

History and Notes

Dreams and Directions

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STARFLEET OFFICER RECORD

NAME

NAME		AGE
SPECIES	P.O.B.	SEX
		HT
RANK		WT
BRANCH		HAIR
ASSIGNMENT		EYES
		D.O.B.

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	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st											
2nd											
3rd											
4th											
5th											
6th											
ACTIVE DUTY								Term Length	Efficiency		
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											

Personal/Family Notes

CREDITS

Awards, Honorifics and Notes

Cadet Cruise

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . .____
Anthrop_____.____
_____.____
Appraisal . . . . . ____
Archaeo_____.____
_____.____
Art_____.____
_____.____
Astron/Atrophys . .____
Biology . . . . . .____
Botany . . . . . .____
Bribery . . . . . .____
Burglary . . . . . .____
Carousing . . . . .____
Chemistry . . . . .____
Combat
Archaic . . . .____
_____Armed . . . .____
H-T-H . . . .____
Modern . . . .____
Computer Op . . . .____
Computer Tech . . .____
Culture_____.____
_____.____
Dmg Ctrl Proc . . . .____
Def Shield Tech . . .____

Demolitions . . . . .____
Disguise . . . . . .____
Ecology . . . . . .____
Electronics . . . . .____
Enviosuit Ops . . . .____
Federation History . .____
Federation Law . . . .____
Forgery . . . . . .____
Gaming . . . . . .____
Gambling . . . . . .____
Geology . . . . . .____
Hvy Wpns Op/Tech . .____
History_____.____
_____.____
Holotechnology . . .____
Instruction . . . . .____
Interrogation . . . . .____
Intimidate . . . . . .____
Lang_____.____
_____.____
Law_____.____
_____.____
Leadership . . . . .____
Life Support Tech . .____
Materials Science. . .____
Mechanics . . . . .____

Medicine_____.____
_____.____
Meteorology . . . .____
Negot/Diplomacy.____
Oceanography . . . .____
Pers Wpn Tech . . .____
Philosophy_____.____
_____.____
Physics . . . . . .____
Psych_____.____
_____.____
Scrounge . . . . . .____
Seduction . . . . . .____
Shuttle Pilot . . . . .____
Shuttle Sys Tech . . .____
Sm Equip Tech. . . .____
Sm Unit Tactics . . .____
Sports_____.____
_____.____
ST Cbt Tac/Str. . . .____
ST Comm Proc . . . .____
ST Comm Tech . . . .____
ST Engineering . . . .____
ST Helm . . . . . .____
ST Navigation . . . . .____
ST Security . . . . .____

ST Sensors . . . . .____
ST Services . . . . .____
ST Weapon Ops . . . .____
ST Weapons Tech . . .____
Stealth/Hide . . . .____
Streetwise . . . . .____
Survival_____.____
_____.____
Track/Evade. . . . .____
Trade & Commerce.____
Transporter Ops . . .____
Transporter Tech. . .____
Trivia_____.____
_____.____
Variable-G Ops . . .____
Vehicle Op_____.____
_____.____
Warp Drive Tech . . .____
Zoology . . . . . .____
_____.____
_____.____
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_____.____
_____.____
_____.____
_____.____

ACTION POINTS
1
2
3
4
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6
7
8
9
10
11
12
13
14
15
16

UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE (END/2 rd)

SAVE (END/4 rd)

UNC (END/10 rd)

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool NATURAL

PSI Vector

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+

SKILL BONUS.....+_____

TOTAL.....=_____

WEAPON DAMAGE

STR BONUS.....+_____

SKILL BONUS.....+_____

TOTAL.....=_____

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....PER SETTING

H-T-H.....

Action Point Table

A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	AGE	STR	Top Skills
SPECIES P.O.B.	SEX	END	1.
	HT	INT	2.
BRANCH	WT	DEX	3.
	HAIR	CHA	4.
RANK	EYES	COOL	5.
			...
CURRENT ASSIGNMENT	D.O.B.	LUC	Dept Head Y/N | Cmd School Y/N
		PSI	Contact Team Y/N/F Certified?

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Service Record

Honors

Assignments

Years Served

Cadet
Term 1
Term 2
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10

Name

Homeworld

Childhood

Family

Parents

Personal Notes and Lifepath

Areas of Improvement

Skills Attribute

1.
2.
3.

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet

Term 1
2
3
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Lifepath

Academy

Cadet

Term 1
2
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4
5
6
7
8
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10

History and Notes

Dreams and Directions

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STARFLEET OFFICER RECORD

NAME

NAME		AGE
SPECIES	P.O.B.	SEX
		HT
RANK		WT
BRANCH		HAIR
ASSIGNMENT		EYES
		D.O.B.

230101.01

	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st											
2nd											
3rd											
4th											
5th											
6th											
ACTIVE DUTY								Term Length	Efficiency		
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											

Personal/Family Notes

CREDITS

Awards, Honorifics and Notes

Cadet Cruise

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . .____
Anthrop_____.____
_____.____
Appraisal . . . . . ____
Archaeo_____.____
_____.____
Art_____.____
_____.____
Astron/Atrophys . .____
Biology . . . . . .____
Botany . . . . . .____
Bribery . . . . . .____
Burglary . . . . . .____
Carousing . . . . .____
Chemistry . . . . .____
Combat
Archaic . . . .____
_____Armed . . . .____
H-T-H . . . .____
Modern . . . .____
Computer Op . . . .____
Computer Tech . . .____
Culture_____.____
_____.____
Dmg Ctrl Proc . . . .____
Def Shield Tech . . .____

Demolitions . . . . .____
Disguise . . . . . .____
Ecology . . . . . .____
Electronics . . . . .____
Enviosuit Ops . . . .____
Federation History . .____
Federation Law . . . .____
Forgery . . . . . .____
Gaming . . . . . .____
Gambling . . . . . .____
Geology . . . . . .____
Hvy Wpns Op/Tech . .____
History_____.____
_____.____
Holotechnology . . .____
Instruction . . . . .____
Interrogation . . . . .____
Intimidate . . . . . .____
Lang_____.____
_____.____
Law_____.____
_____.____
Leadership . . . . .____
Life Support Tech . .____
Materials Science. . .____
Mechanics . . . . .____

Medicine_____.____
_____.____
Meteorology . . . .____
Negot/Diplomacy.____
Oceanography . . . .____
Pers Wpn Tech . . .____
Philosophy_____.____
_____.____
Physics . . . . . .____
Psych_____.____
_____.____
Scrounge . . . . . .____
Seduction . . . . . .____
Shuttle Pilot . . . . .____
Shuttle Sys Tech . . .____
Sm Equip Tech. . . .____
Sm Unit Tactics . . .____
Sports_____.____
_____.____
ST Cbt Tac/Str. . . .____
ST Comm Proc . . . .____
ST Comm Tech . . . .____
ST Engineering . . . .____
ST Helm . . . . . .____
ST Navigation . . . . .____
ST Security . . . . .____

ST Sensors . . . . .____
ST Services . . . . .____
ST Weapon Ops . . . .____
ST Weapons Tech . . .____
Stealth/Hide . . . .____
Streetwise . . . . .____
Survival_____.____
_____.____
Track/Evade. . . . .____
Trade & Commerce.____
Transporter Ops . . .____
Transporter Tech. . .____
Trivia_____.____
_____.____
Variable-G Ops . . .____
Vehicle Op_____.____
_____.____
Warp Drive Tech . . .____
Zoology . . . . . .____
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ACTION POINTS
1
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15
16

UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE (END/2 rd)

SAVE (END/4 rd)

UNC (END/10 rd)

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool NATURAL

PSI Vector

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+

SKILL BONUS.....+_____

TOTAL.....=_____

WEAPON DAMAGE

STR BONUS.....+_____

SKILL BONUS.....+_____

TOTAL.....=_____

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....PER SETTING

H-T-H.....

Action Point Table

A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	AGE	STR	Top Skills
SPECIES P.O.B.	SEX	END	1.
	HT	INT	2.
BRANCH	WT	DEX	3.
	HAIR	CHA	4.
RANK	EYES	COOL	5.
			...
CURRENT ASSIGNMENT	D.O.B.	LUC	Dept Head Y/N | Cmd School Y/N
		PSI	Contact Team Y/N/F Certified?

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Service Record

Honors

Assignments

Years Served

Cadet
Term 1
Term 2
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10

Name

Homeworld

Childhood

Family

Parents

Personal Notes and Lifepath

Areas of Improvement

Skills Attribute

1.
2.
3.

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet

Term 1
2
3
4
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Lifepath

Academy

Cadet

Term 1
2
3
4
5
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9
10

History and Notes

Dreams and Directions

f

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STARFLEET OFFICER RECORD

NAME

NAME		AGE
SPECIES	P.O.B.	SEX
		HT
RANK		WT
BRANCH		HAIR
ASSIGNMENT		EYES
		D.O.B.

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	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st											
2nd											
3rd											
4th											
5th											
6th											
ACTIVE DUTY								Term Length	Efficiency		
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											

Personal/Family Notes

CREDITS

Awards, Honorifics and Notes

Cadet Cruise

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . .____
Anthrop_____.____
_____.____
Appraisal . . . . . ____
Archaeo_____.____
_____.____
Art_____.____
_____.____
Astron/Atrophys . .____
Biology . . . . . .____
Botany . . . . . .____
Bribery . . . . . .____
Burglary . . . . . .____
Carousing . . . . .____
Chemistry . . . . .____
Combat
Archaic . . . .____
_____Armed . . . .____
H-T-H . . . .____
Modern . . . .____
Computer Op . . . .____
Computer Tech . . .____
Culture_____.____
_____.____
Dmg Ctrl Proc . . . .____
Def Shield Tech . . .____

Demolitions . . . . .____
Disguise . . . . . .____
Ecology . . . . . .____
Electronics . . . . .____
Enviosuit Ops . . . .____
Federation History . .____
Federation Law . . . .____
Forgery . . . . . .____
Gaming . . . . . .____
Gambling . . . . . .____
Geology . . . . . .____
Hvy Wpns Op/Tech . .____
History_____.____
_____.____
Holotechnology . . .____
Instruction . . . . .____
Interrogation . . . . .____
Intimidate . . . . . .____
Lang_____.____
_____.____
Law_____.____
_____.____
Leadership . . . . .____
Life Support Tech . .____
Materials Science. . .____
Mechanics . . . . .____

Medicine_____.____
_____.____
Meteorology . . . .____
Negot/Diplomacy.____
Oceanography . . . .____
Pers Wpn Tech . . .____
Philosophy_____.____
_____.____
Physics . . . . . .____
Psych_____.____
_____.____
Scrounge . . . . . .____
Seduction . . . . . .____
Shuttle Pilot . . . . .____
Shuttle Sys Tech . . .____
Sm Equip Tech. . . .____
Sm Unit Tactics . . .____
Sports_____.____
_____.____
ST Cbt Tac/Str. . . .____
ST Comm Proc . . . .____
ST Comm Tech . . . .____
ST Engineering . . . .____
ST Helm . . . . . .____
ST Navigation . . . . .____
ST Security . . . . .____

ST Sensors . . . . .____
ST Services . . . . .____
ST Weapon Ops . . . .____
ST Weapons Tech . . .____
Stealth/Hide . . . .____
Streetwise . . . . .____
Survival_____.____
_____.____
Track/Evade. . . . .____
Trade & Commerce.____
Transporter Ops . . .____
Transporter Tech. . .____
Trivia_____.____
_____.____
Variable-G Ops . . .____
Vehicle Op_____.____
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Warp Drive Tech . . .____
Zoology . . . . . .____
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ACTION POINTS
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15
16

UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE (END/2 rd)

SAVE (END/4 rd)

UNC (END/10 rd)

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool NATURAL

PSI Vector

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+

SKILL BONUS.....+_____

TOTAL.....=_____

WEAPON DAMAGE

STR BONUS.....+_____

SKILL BONUS.....+_____

TOTAL.....=_____

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....PER SETTING

H-T-H.....

Action Point Table

A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	AGE	STR	Top Skills
SPECIES P.O.B.	SEX	END	1.
	HT	INT	2.
BRANCH	WT	DEX	3.
	HAIR	CHA	4.
RANK	EYES	COOL	5.
			...
CURRENT ASSIGNMENT	D.O.B.	LUC	Dept Head Y/N | Cmd School Y/N
		PSI	Contact Team Y/N/F Certified?

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Service Record

Honors

Assignments

Years Served

Cadet
Term 1
Term 2
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10

Name

Homeworld

Childhood

Family

Parents

Personal Notes and Lifepath

Areas of Improvement

Skills Attribute

1.
2.
3.

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet

Term 1
2
3
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Lifepath

Academy

Cadet

Term 1
2
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History and Notes

Dreams and Directions

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STARFLEET OFFICER RECORD

NAME

NAME		AGE
SPECIES	P.O.B.	SEX
		HT
RANK		WT
BRANCH		HAIR
ASSIGNMENT		EYES
		D.O.B.

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	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st											
2nd											
3rd											
4th											
5th											
6th											
ACTIVE DUTY								Term Length	Efficiency		
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											

Personal/Family Notes

CREDITS

Awards, Honorifics and Notes

Cadet Cruise

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . .____
Anthrop_____.____
_____.____
Appraisal . . . . . ____
Archaeo_____.____
_____.____
Art_____.____
_____.____
Astron/Atrophys . .____
Biology . . . . . .____
Botany . . . . . .____
Bribery . . . . . .____
Burglary . . . . . .____
Carousing . . . . .____
Chemistry . . . . .____
Combat
Archaic . . . .____
_____Armed . . . .____
H-T-H . . . .____
Modern . . . .____
Computer Op . . . .____
Computer Tech . . .____
Culture_____.____
_____.____
Dmg Ctrl Proc . . . .____
Def Shield Tech . . .____

Demolitions . . . . .____
Disguise . . . . . .____
Ecology . . . . . .____
Electronics . . . . .____
Enviosuit Ops . . . .____
Federation History . .____
Federation Law . . . .____
Forgery . . . . . .____
Gaming . . . . . .____
Gambling . . . . . .____
Geology . . . . . .____
Hvy Wpns Op/Tech . .____
History_____.____
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Holotechnology . . .____
Instruction . . . . .____
Interrogation . . . . .____
Intimidate . . . . . .____
Lang_____.____
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Law_____.____
_____.____
Leadership . . . . .____
Life Support Tech . .____
Materials Science. . .____
Mechanics . . . . .____

Medicine_____.____
_____.____
Meteorology . . . .____
Negot/Diplomacy.____
Oceanography . . . .____
Pers Wpn Tech . . .____
Philosophy_____.____
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Physics . . . . . .____
Psych_____.____
_____.____
Scrounge . . . . . .____
Seduction . . . . . .____
Shuttle Pilot . . . . .____
Shuttle Sys Tech . . .____
Sm Equip Tech. . . .____
Sm Unit Tactics . . .____
Sports_____.____
_____.____
ST Cbt Tac/Str. . . .____
ST Comm Proc . . . .____
ST Comm Tech . . . .____
ST Engineering . . . .____
ST Helm . . . . . .____
ST Navigation . . . . .____
ST Security . . . . .____

ST Sensors . . . . .____
ST Services . . . . .____
ST Weapon Ops . . . .____
ST Weapons Tech . . .____
Stealth/Hide . . . .____
Streetwise . . . . .____
Survival_____.____
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Track/Evade. . . . .____
Trade & Commerce.____
Transporter Ops . . .____
Transporter Tech. . .____
Trivia_____.____
_____.____
Variable-G Ops . . .____
Vehicle Op_____.____
_____.____
Warp Drive Tech . . .____
Zoology . . . . . .____
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ACTION POINTS
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UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE (END/2 rd)

SAVE (END/4 rd)

UNC (END/10 rd)

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool NATURAL

PSI Vector

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+

SKILL BONUS.....+_____

TOTAL.....=_____

WEAPON DAMAGE

STR BONUS.....+_____

SKILL BONUS.....+_____

TOTAL.....=_____

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....PER SETTING

H-T-H.....

Action Point Table

A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
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diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
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diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	AGE	STR	Top Skills
SPECIES P.O.B.	SEX	END	1.
	HT	INT	2.
BRANCH	WT	DEX	3.
	HAIR	CHA	4.
RANK	EYES	COOL	5.
			...
CURRENT ASSIGNMENT	D.O.B.	LUC	Dept Head Y/N | Cmd School Y/N
		PSI	Contact Team Y/N/F Certified?

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Service Record

Honors

Assignments

Years Served

Cadet
Term 1
Term 2
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10

Name

Homeworld

Childhood

Family

Parents

Personal Notes and Lifepath

Areas of Improvement

Skills Attribute

1.
2.
3.

Siblings	LIVING	AGE	FEELINGS	STAND-ING
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv / Hr	A/P/E

Awards and Honors

Cadet

Term 1
2
3
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Lifepath

Academy

Cadet

Term 1
2
3
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History and Notes

Dreams and Directions

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250101.00

STARFLEET OFFICER RECORD

NAME

NAME		AGE
SPECIES	P.O.B.	SEX
		HT
RANK		WT
BRANCH		HAIR
ASSIGNMENT		EYES
		D.O.B.

230101.01

	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st											
2nd											
3rd											
4th											
5th											
6th											
ACTIVE DUTY								Term Length	Efficiency		
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											

Personal/Family Notes

CREDITS

Awards, Honorifics and Notes

Cadet Cruise

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . .____
Anthrop_____.____
_____.____
Appraisal . . . . . ____
Archaeo_____.____
_____.____
Art_____.____
_____.____
Astron/Atrophys . .____
Biology . . . . . .____
Botany . . . . . .____
Bribery . . . . . .____
Burglary . . . . . .____
Carousing . . . . .____
Chemistry . . . . .____
Combat
Archaic . . . .____
_____Armed . . . .____
H-T-H . . . .____
Modern . . . .____
Computer Op . . . .____
Computer Tech . . .____
Culture_____.____
_____.____
Dmg Ctrl Proc . . . .____
Def Shield Tech . . .____

Demolitions . . . . .____
Disguise . . . . . .____
Ecology . . . . . .____
Electronics . . . . .____
Enviosuit Ops . . . .____
Federation History . .____
Federation Law . . . .____
Forgery . . . . . .____
Gaming . . . . . .____
Gambling . . . . . .____
Geology . . . . . .____
Hvy Wpns Op/Tech . .____
History_____.____
_____.____
Holotechnology . . .____
Instruction . . . . .____
Interrogation . . . . .____
Intimidate . . . . . .____
Lang_____.____
_____.____
Law_____.____
_____.____
Leadership . . . . .____
Life Support Tech . .____
Materials Science. . .____
Mechanics . . . . .____

Medicine_____.____
_____.____
Meteorology . . . .____
Negot/Diplomacy.____
Oceanography . . . .____
Pers Wpn Tech . . .____
Philosophy_____.____
_____.____
Physics . . . . . .____
Psych_____.____
_____.____
Scrounge . . . . . .____
Seduction . . . . . .____
Shuttle Pilot . . . . .____
Shuttle Sys Tech . . .____
Sm Equip Tech. . . .____
Sm Unit Tactics . . .____
Sports_____.____
_____.____
ST Cbt Tac/Str. . . .____
ST Comm Proc . . . .____
ST Comm Tech . . . .____
ST Engineering . . . .____
ST Helm . . . . . .____
ST Navigation . . . . .____
ST Security . . . . .____

ST Sensors . . . . .____
ST Services . . . . .____
ST Weapon Ops . . . .____
ST Weapons Tech . . .____
Stealth/Hide . . . .____
Streetwise . . . . .____
Survival_____.____
_____.____
Track/Evade. . . . .____
Trade & Commerce.____
Transporter Ops . . .____
Transporter Tech. . .____
Trivia_____.____
_____.____
Variable-G Ops . . .____
Vehicle Op_____.____
_____.____
Warp Drive Tech . . .____
Zoology . . . . . .____
_____.____
_____.____
_____.____
_____.____
_____.____
_____.____
_____.____

ACTION POINTS
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16

UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE (END/2 rd)

SAVE (END/4 rd)

UNC (END/10 rd)

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool NATURAL

PSI Vector

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+

SKILL BONUS.....+_____

TOTAL.....=_____

WEAPON DAMAGE

STR BONUS.....+_____

SKILL BONUS.....+_____

TOTAL.....=_____

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....PER SETTING

H-T-H.....

Action Point Table

A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME	AGE	STR	Top Skills
SPECIES P.O.B.	SEX	END	1.
	HT	INT	2.
BRANCH	WT	DEX	3.
	HAIR	CHA	4.
RANK	EYES	COOL	5.
			...
CURRENT ASSIGNMENT	D.O.B.	LUC	Dept Head Y/N | Cmd School Y/N
		PSI	Contact Team Y/N/F Certified?

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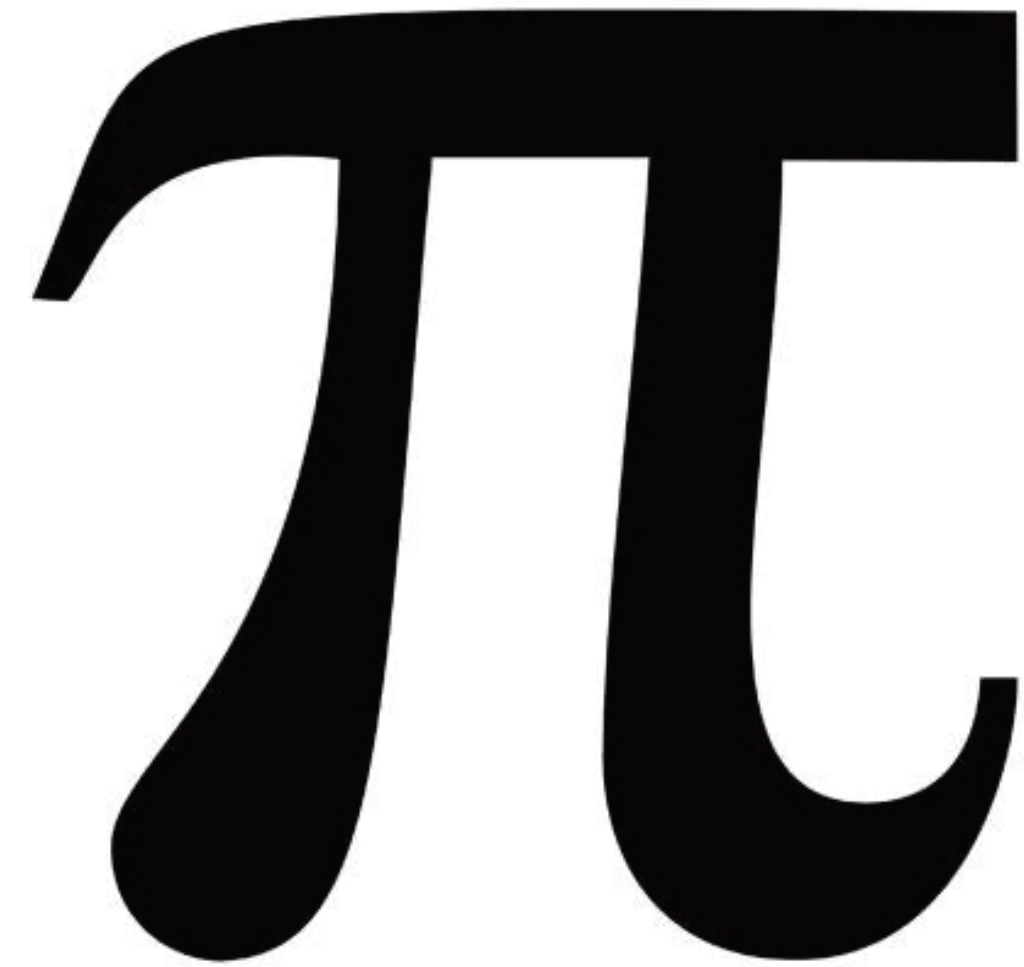
Service Record

Honors

Assignments

Years Served

Cadet
Term 1
Term 2
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10



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To boldly go where none a'gone a'fore. A'yup."

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